



GAME BOY

GAME POCKET

GAME BOY

GAME BOY COLOR

GAME BOY

FROM THE
MAKERS OF
N64

Planet

GAME BOY

Issue 1 • Summer '99 • £3.50

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to your pocket pal!

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FORMULA BATTERIES*

35 GAMES REVIEWED!

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Awakening DX
Warioland 2
Power Quest
Top Gear Rally
Shadowgate
Rugrats
Tetris DX
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WELCOME TO Planet GAME BOY



Gaming on the move...

Hello, and welcome to *Planet Game Boy*, the world's premier magazine devoted to gaming on the move! Over the next 100 pages you'll find tons of reviews of the latest games, invaluable playing tips, and a whole stack of features. You have in your hands the essential Game Boy companion!

Nintendo celebrated the Game Boy's 10th birthday in April – and your pocket-sized pal is going from strength to strength! We tell you the full story on page 10.

Ever wonder how games makers pack so much fun into such a small square of plastic? Check out page 42 – we visit top UK developer Crawford to find out just how games are made.

How about a unique custom Game Boy? Turn to page 64, where we show you how to give it the makeover treatment! Got *Zelda* yet? If not, why not? It's a superb adventure with loads of secrets, but don't worry if you're getting stuck – we have a huge 16-page solution with maps to every dungeon!

And as if that weren't enough, this mag actually saves you money! Attached to the front is a pack of two Energizer Advanced Formula batteries. They'll keep your Game Boy powered up for yonks – no other battery lasts longer! Plus our pals at Electronic Boutique are offering £5 off any Game Boy Color Game. Don't worry if you don't own a Game Boy Color: they'll give you a fiver off that too!

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MEET THE TEAM

Only the most dedicated games-players write for *Planet Game Boy*. Introducing our panel of clued-up console connoisseurs...

	Alex Bickham <i>AI lives in constant fear that one day his head will fall off.</i>		Robin Alway <i>AI was going well, until Robin sat on a big pointy stick.</i>
	Les Bickham <i>We had to crop out Les' greasy beard for some kind of bet.</i>		Mark Green <i>We had to crop out Mark's pink tutu and flippers in this shot.</i>
	Tim Weaver <i>Would you buy a used Game Boy from 'Honest Tim'? No.</i>		Jim McCauley <i>Yoi Kikkin! Ee. Rad! Jim is the grooviest cat in town. Daddio.</i>
	Martin Kitts <i>Also known as 'The Chameleon', Martin's a master of disguise.</i>		Dave Perrett <i>A dab of Superglue and Dave never lost his specs again...</i>

HOW IT WORKS

It's simple, really. We play games for hours on end, then give them a rating as follows...

	1 Utterly dire. Avoid like a dog turd.		2 Not very good. Quite bad, in fact.		3 Distinctly average. Not for everyone.
	4 Great fun, but not quite a classic.		5 A gem! We loved it and so will you!		

But you can't beat our tough challenge!

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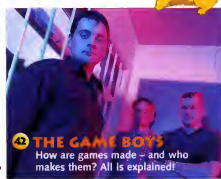
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Treat your Game Boy to a nice new accessory!

POWERED UP!

NOTHING
LASTS
LONGER!*

Fish and chips. Movies and popcorn. Game Boys and batteries. They go hand-in-hand. Your pocket-sized pal is designed to be played whenever you like, no matter where in the world you are – as long as you have the right batteries, that is.

But there's nothing quite as annoying as your batteries giving up the ghost at a crucial moment. Just as you get to the final level, for instance, or just when you're about to hit that high score, or just when you've boarded a long-haul flight to New Zealand and are seated next to someone who's scared of flying, is getting hysterical and could really do with an absorbing go on your Game Boy. Yes, to avoid the unthinkable, you need batteries with real staying power. In short, you need Energizer Advanced Formula.

Y'see, no other AA battery lasts longer. In power-hungry devices – Game Boys spring to mind – they last up to 60 percent longer than regular alkaline batteries*. Which means that you can play and play. Then play some more.

But see for yourself. Attached to the front of this magazine (UK editions only) is a two-pack of Energizer Advanced Formula batteries. Whack them into the back of your Game Boy and have up to 30 hours' worth of play on us!

Not only do Energizer Advanced Formula batteries last loads longer than regular alkalines, at around £3.49 for a pack of four AA batteries, they cost about 20 percent less than the next-best performing battery brand. So in power-per-penny terms, you simply can't buy a better branded battery!



12.30PM

Tetris is all well and good, but after racking up a score of 450 lines in the Marathon game, we're getting a bit peckish. It's off for a bite to eat, but we'll take the Game Boy with us – them's the rules.

2.47AM

We're feeling a little tired, but we'll rest our eyes for a minute then bravely soldier on. This is an all-night session, don't you know...

11.16AM

We spot a Pikachu! Not that we can catch the little blighter. Rats!

TESTING TESTING

Time to put those Energizer Advanced Formula batteries to a really tough test – a non-stop, all-night-long Game Boy marathon!

10AM

Batteries inserted, Tetris DX Game Pak plugged into the back and everything switched on. Let the fun commence!

1PM

After wiping off the excess tomato sauce, we settle down to a spot of Zelda. We decide to collect every Secret Seashell and Heart Piece and finish the game. That's how hard we are...

10.15PM

Doesn't time fly when you're having fun? Nine hours later and we've beaten the Wind Fish, proclaimed ourselves the Zelda Kings and swapped carts for Warlord 2.

2.33AM

Blimey, is that the time? After four hours of play, we finally admit defeat. We've been stuck for the last half-an-hour, anyway. Time for Rug Rats, then...

9.45AM

Must have drifted off there for a while. So much for that all-night session (ahem). Still, the batteries seem to have a lot more staying power than us – they're still going strong, a whole day later! In goes our import copy of Pokémon.

3.05PM

Gaught one at last! We're enjoying Pokémon so much, we're not stopping now!

4.32PM

Finally – finally – after 30-and-a-half hours' play, the screen goes black. (Compare that to Nintendo's stated battery life of 16-22 hours!) Time for a cup of tea to celebrate!

*Average of independent continuous high-rate and IEC tests, AA size. Proof from the boffins that no other battery lasts longer!

Staying power

Responsible for innovation after innovation, Energizer knows a bit about electrically charged cells...

AAA Energizer (then known as Eveready) becomes the first commercial manufacturer of dry-cell batteries, back when everyone is

getting about on Penny-Farthings and the first Game Boy is 93 years away.

AAA This year heralds the invention of the torch. At last people had something to put their batteries in!

AAA Energizer introduces the alkaline battery. But you'll still have to wait 40 years for the Game Boy to come along.

AAA Another Energizer first is the environmentally friendly ultra-low-mercury battery. Game Boy arrives!

AAA Energizer brings out the super-long-life AA Lithium battery. It is used to power vital equipment (the climbers' Game Boys?) on a major Everest expedition.

AAA Energizer brings out the world's first on-battery tester, so you can see whether there's any life left. Hurrah!

AAA Energizer Advanced Formula arrives. It is the world's longest-lasting battery in most high-drain devices*, including handheld video games.

Energizer has increased the life of its alkaline batteries by 70 percent since 1980. Top dollar.

HEADLINES

With all the persistence of a basset-hound, (only without the wet nose), Planet Game Boy sniffs out the stories that you need to hear!

Save £5 off Game Boy Color, games and accessories!

Planet Game Boy has got together with Electronics Boutique, Britain's top High Street games retailer, to provide you with this fantastic voucher! Use it to save cold, hard cash on any of the following:

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CHARTS

In association with EB, we present the top ten rundown of the hottest-selling Game Boy titles:

GAME BOY COLOR

- 1 RUGRATS
- 2 ZELDA DX
- 3 V-RALLY
- 4 WARIO LAND 2
- 5 QUEST FOR CAMELOT
- 6 TWEETY & SYLVESTER
- 7 BUGS BUNNY CRAZY CASTLE
- 8 BUGS & LOLA
- 9 TETRIS DX
- 10 GEX

GAME BOY & GAME BOY POCKET

- 1 ZELDA
- 2 KIRBY'S DREAMLAND
- 3 GAME & WATCH GALLERY
- 4 WAVE RACE
- 5 WWF WARZONE
- 6 MARIO & YOSHI
- 7 SUPER MARIOLAND 2
- 8 TETRIS
- 9 TENNIS
- 10 GRAND PRIX



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Did you know?

How many people actually bother to read the Game Boy Color instructions? We certainly didn't. So eager were we to play Link's Awakening in full colour that when we got ours, we chewed the boxes off with our teeth, tossed the paperwork aside and settled down to some serious gaming.

So if you're one of those who haven't given the instructions a second look, you might not be aware that, when you play non-colour Game Boy games on your Game Boy Color, you can actually choose the colours that you see on the screen. There are 12 different colour combinations that you can choose from to play your black-and-white games in. To do so, simply turn on your Game Boy Color with a standard grey-cartridge game plugged in, and when the Game Boy logo appears, press any of the following button combinations:

BUTTON COMBO

Up
Up+A'
Up+B'
Left
Left+A'
Left+B'
Down
Down+A'
Down+B'
Right
Right+A'
Right+B'

PALETTE

Brown
Red
Dark Brown
Blue
Dark Blue
Grey
Pale Yellow
Orange
Yellow
Green
Dark Green
Reverse

Four fruity beauties

It's all gone a bit *Changing Rooms* at Nintendo HQ! Not content with its already-beautiful creation, Nintendo is preparing to unleash the next generation of Game Boy Color upon us, in a variety of different colours. Of course, the insides will be exactly the same as the existing Game Boy Color, so they'll play the games just as well; they simply look that bit jazzier. Expect the new colour versions to hit the shops sometime around 11 June. So whether you're dandy with Dandelion or buxom in Berry, these gorgeous new Game Boys will make you the talk of the town!



Travel games

The London Underground: an irreplaceable piece of national heritage, without which, London just wouldn't be the same. But think of those thousands of people who have to commute into the city centre, some of them spending three hours or more simply travelling on trains every day. Hardly a recipe for jolly mornings, is it?

Official reports have shown that people who spend time travelling on the tube each day suffer from higher stress levels than most. So what's the answer? Well, those lovely folks at Nintendo reckon they've got it sussed, and their plan is this: to install Game Boys on London Underground trains. Brilliant!

We reckon it's a cracking idea. Think about it – everyone would have access to a Game Boy, young or old, rich or poor. An hour's journey ahead of you in the morning? No worries! A couple of blasts on *Tetris DX* and you'd be smiling, instead of sitting in the corner of a smelly old carriage and grumbling to yourself like the proverbial loony. Of course, the main worry at this stage is the matter of security – how are Nintendo and the Rail Services going to stop the Game Boys getting nicked or vandalised? But perhaps the biggest danger is



that people just won't make it into work at all in the morning, as they'll spend all day on the Piccadilly Line, trying to beat their best lap times in *V-Rally*...

As if by magic, boring commuter travel is turned into something you'll be glad you do for several hours a day.



Game Boy goodies

For those lucky enough to own a Game Boy Color and an N64, have we got news for you... those brainboxes at Dattel have come up with a top little gadget, called the Color Gamebooster, that'll actually let you play your Game Boy Color games on your N64! It's like an N64 cartridge that you plug your Game Boy cartridges into, enabling you to play them on your telly in full colour. It even features its own built-in game and handy cheat code function. Speaking of which...

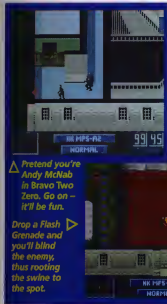
For those without an N64, Dattel is also developing the Action Replay cartridge, a little doodlekey that slots into your Game Boy instead of a Game Pak, and into which you then plug your games. There's a big button on top that you press while playing, which pauses the game and lets you enter all sorts of game-busting codes. The Action Replay comes with lots of pre-loaded codes for loads of existing Game Boy games, and you can also enter codes of your own. If you can't find the codes for the game you're playing though, you needn't worry; it has its own code generator, a feature that will find ways to help you crack particularly troublesome games. Nice touch! Cheating, eh? Tsk. Still, we know what we'll be doing when we run into trouble...



PREVIEWS

A whole army of games is heading for your Game Boy Color. Here's a quick gander at what's on the cards...

RAINBOW SIX



▶ Pretend you're Andy McNab in Bravo Two. So on - it'll be fun.

▶ Drop a Flash Grenade and you'll blind the enemy, thus routing the swine to the spot.

From: Red Storm Type: Strategy Colour: Yes Out: Soon

If you've got a PC, then you'll have heard of this one. Based on the top-selling novel by Tom Clancy, it's all about an SAS-style group of special forces guys and gals who fly out to global trouble spots to fight terrorists, rescue hostages and generally spend their time being dead stealthy.

It may have been a huge success on the PC, but how will it fare on the Game Boy? Obviously the Game Boy can't handle the kind of swanky 3D graphics that graced the original game, so developer Crawfish has opted to make it a top-down affair in which you control your squads of special forces troops from above, carefully guiding them through their mission objectives.

Tactically, the game is extremely challenging because you have to work out some devious routes of attack. There's also a whole bevy of different weapons and equipment to choose from, so you can really specialise those forces. It's still at the development stage at the moment, but we're hoping for fabulous things from it. It's gonna be big!



▶ Staircases, hallways and rooms: Rainbow Six's level design is surprisingly close to the PC original.

DUKE NUKEM

From: GT Type: Shoot-'em-up Colour: Yes Out: May

The Duke, eh? He gets everywhere. *Duke Nukem* was released on the PC a fair old time ago, and, since then, it's risen to gun-toting prominence on the PlayStation and N64 consoles as well. Thus it was only a matter of time before he put in an appearance on the Game Boy...

This time around, though, he'll be starring in a side-scrolling platform game rather than a Doom-style 3D shooter. As you can



▶ Big beasts await the Duke. But then he's used to that. You can expect some juicy hardware with which to make little puddles out of the bad guys.

straight, with sharp, cartoony graphics and truckloads of colour. No doubt The Duke'll be packing the usual ludicrous weaponry with which to annihilate foul alien scum. (After all, that's what he's famous for, thanks to the original PC version of *Duke Nukem 3D*.) He's also rather notorious for his, er, 'original' sense of humour, constantly quipping away with dubious one-liners. But, fantastic as your favourite handheld is, it wasn't built to handle speech - and that's probably a good thing in this case: some of those jokes are probably a tad rude for a Game Boy audience.

Duke is scheduled for a May release, so start saving now. Expect lots of alien beasts to destroy, and some excellent level designs. "Damn, I'm looking good," quoth the Duke, and he's right.

▶ Thanks for the memory! Ha ha. We're so funny...



CONKER'S POCKET TALE



△ Here we see Conker in full Robinson Crusoe mode. The scenery looks pretty fantastic, doesn't it?

From: Rare Type: RPG Colour: Yes Out: May

Originating in the depths of Rare's shadowy games lab (they're the gifted folks who came up with the likes of *GoldenEye 007* and *Banjo Kazooie*), *Conker's Pocket Tales* has been quite a while in the making. Based on the up-and-coming N64 game *Twelve Tales: Conker 64*, it charts the adventures of Conker (who we can only assume is some kind of squirrel-esque critter) as he tries to find Beri, his lady rodent.

In similar vein to *Zelda: Link's Awakening*, Conker offers hours of

gameplay for your money, as well as loads of secret stuff to find. Early indications suggest a heavy puzzle element to the game, but whether or not this will be based on a series of 'dungeons' hasn't been confirmed. The graphics are looking pretty tasty at this stage, with lots of different areas to visit (such as the Wild West and a spooky old castle).

Rare seems totally incapable of producing a duff game, and even though this is its first title for the Game Boy Color, we're expecting great things.



△ Conker prepares himself for a bit of medieval madness. Just look at those glorious colours!

LOGICAL

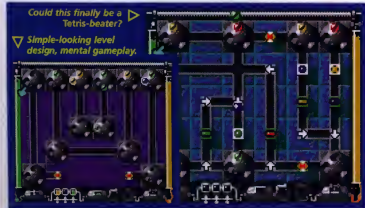
From: Sunsoft Type: Puzzle Colour: Yes Out: Soon!

Ever played *Downfall*? Quite a big back in the '80s, it was a tabletop game that challenged you to get a series of counters to the bottom of the board before your opponent did.

Logical is a very similar idea in that you have to turn little wheels with little holes cut out of them, in a calculated attempt to transfer your counters from the top of the board to the bottom. Sounds easy? Well, you're playing against the clock, so you can be sure of getting a fevered brow as the seconds tick away. Add

some dead-ends to the board (not to mention the special counters that don't do what you expect them to, or the increasingly fiendish levels) and it looks like we may have a puzzle-game classic on our hands.

Not only will it require you to use your brain, but it's likely to eat up all your time (with 99 levels to conquer, it's not going to be over in a flash). But could it possibly be as great as *Tetris*? That's a hard act to follow, to be sure, but you'll soon be able to find out for yourself - *Logical* hits your local games shop any day now.



Could this finally be a Tetris-beater?

▽ Simple-looking level design, mental gameplay.

SPY VS SPY

From: Kemco Type: Puzzler Colour: Yes Out:

Sneaking quietly off the pages of *Mad* magazine and onto our Game Boy Color screens, *Spy Vs Spy* is promising plenty of adventure and 'zany antics', so to speak. If you're unfamiliar with the comic-strip, we suggest you try to imagine a game that's somewhere between *Tom And Jerry* and *The Simpsons*' Itchy and Scratchy partnership, following as it does the one-upmanship that goes on between Black Spy and White Spy. Bombs and guns feature quite prominently, and the Game Boy Color version seems to be no exception.

The idea behind the game is that you have to locate a number of spy-related items before your opponent does, be he White or Black. Not easy: he's doing the same thing at the same time, and, with a whacking 32 levels to work through, such shenanigans should keep you occupied for ages. We're not sure of



△ White Spy uses some natty high-explosive tactics...

△ ...and Black Spy gets it in the face, the poor unfortunate.

the exact release date, but we're hoping to see *Spy Vs Spy* on the shelves early in May.

POKÉMON PINBALL

From: Nintendo Colour: Yes Out: Autumn

Chances are you'll have heard of Pokémon – or Pocket Monsters, to give it its full title. If you've got Sky TV, you may even have seen the cartoon. And if you're in the dark about it, fear not: turn to page 28 and you can read all about it in our extended Pokémon feature.

The sheer popularity of the game in Japan and America has spawned a whole world of tie-ins, toys and computer titles. *Pokémon Pinball* is one of the latter, and, as you can see from the screenshots, it features all manner of bizarre but inherently cute Pokémon-related imagery. You can see Pikachu down at the bottom of the table, for instance, flicking the ball upward with a bolt of electricity. Meanwhile, three Magnetons sit at

the top of the table, zapping the ball between themselves.

One of the most intriguing things about this game is that it comes with a built-in rumble-pack, which makes your Game Boy shudder and shake as you whack the ball around the table. (It's much like the one used in *Top Gear Pocket*, reviewed on page 70.)

The original Pokémon game isn't set to be released in this country 'til later in the year, so it might be a while before we see *Pokémon Pinball* in the shops. We can't wait. But we're going to have to. Nuts!



As you'd expect (if you've seen our Pokémon feature on page 28), that steel ball has been replaced with a red-and-white Poké-ball.



⚠ Pokémon Pinball is bound to go down a storm in the States and in its homeland of Japan, in those countries, Pokémon is already one of the best-selling game phenomena of all time.

STREET FIGHTER ALPHA

From: Virgin Colour: Yes Out: June

Grawfish, the developer responsible for the very promising *Rainbow Six*, is also hard at work on a Game Boy Color conversion of *Street Fighter Alpha*. (Turn to page 42 for our interview with the team.)

The *Street Fighter* series is one of the best-known fighting games around, and it holds a special place in gaming history because it was one of the first really massive beat-'em-ups, boasting a variety of different characters with which to violently disagree, all with their own special moves.

The Game Boy Color version is looking great so far. The Ryu and Ken characters are already in place, but just how many there'll be in the final game is unclear at present. However, we're assured that *Street Fighter Alpha* will feature some 'old favourites'. With ace graphics and really thumping gameplay, this is going to be one mighty meaty beat-'em-up. Watch this space!



Many of the original characters feature in *Street Fighter Alpha*. Better brush up on those moves!



⚠ Ryu uses his trademark 'Dragon Punch' against Ken, his age-old enemy. The graphics look great, the scenery is super, and the moves are very flashy.



Pay attention at
the back. It's time
for a Game Boy
history lesson.
By Martin Kitts

ANYTIME ANYPLACE AN



Handheld gaming as we know it didn't really exist prior to the release of the Game Boy in 1989. Before then, the only way you could play a computer game on the bus or at the dinner table (or the irredeemably antisocial) was if you owned one of Nintendo's Game & Watch machines. They seemed pretty incredible at the time, of course, and you could guarantee that you'd be the most popular kid in school if you brought a full-colour Donkey Kong Jr. Panorama in on the last day of term. But let's face it – they looked a bit limited compared to the likes of Super Mario Bros on the NES.

We wanted something new. Something more like a traditional home console, with the portability of a Game & Watch and the ability to play many different games. Several toy companies came up with what looked like ideal solutions, but only when we got them out of the box on Christmas morning did you realise that all they amounted to was a giant G&W with interchangeable fascia. They were just variations on the same game, with different backgrounds, and they were nowhere near as playable as the original G&W. Most were too bulky to fit in the average pocket anyway, and were consigned to the bottom of the toy cupboard come Boxing Day.

Luckily for us, Nintendo is not a company to sit back and task in its own success. While the Game & Watches sold as quickly as the factories could manufacture them, and the staggering popularity of the NES helped Nintendo's biggest games rake in more money than the average Hollywood studio could even dream of, Gunpei Yokoi's RD1 research team was busy spending some of those profits on developing a truly innovative successor to the G&W.

What surprised most people when the result of all that hard work, the Game Boy, was announced, was that the machine's technical specifications were so utterly unremarkable. Almost laughable, in fact. It used a dated processor which had long since been abandoned by most console developers, it had hardly any memory, it was slow, and – get this – it was monochrome. Not even a decent black-and-white sort of

▽ Handheld gaming started out with chunky LED-based machines that were incredibly basic, as well as costly to buy or run. Game & Watch rendered them obsolete in 1980.



△ In a parallel universe, maybe the Supervision is the most successful console ever made. Back here on Earth, it's just one of the many long-forgotten handheld machines eclipsed by the mighty Game Boy. One for retro enthusiasts.

monochrome either, but a blurry grey-on-green. It wasn't what anyone had expected, and few pundits saw it as anything other than a mildly diverting stop-gap until the release of a more powerful colour handheld.

How wrong they were. Nintendo had one very good reason for making the Game Boy so underpowered: batteries. In 1989 the only way to make an LCD screen show colours was to give it a backlight, and nothing drains batteries quite as quickly as a light. They could have given the original Game Boy a colour screen. They could have given it a 16-bit processor and all sorts of fancy graphics hardware. Thank God they didn't, though, because the more stuff you cram into any computer the more juice it sucks up. Later that year, Atari's Lynx handheld appeared, and it was arguably the most powerful piece of gaming hardware available. The showdown should have been a no-contest, but the Lynx could barely manage four hours' play from a wallet-flattening load of six Duracells. It was, effectively, a handheld games system you could only afford to play at home wired up to a mains adaptor. The Game Boy, on the other hand, ran for what seemed like forever with just four batteries. It was truly portable, and, unlike the chunky Lynx, you could actually fit it in your pocket. The Game & Watch had finally found an heir to its throne. Game over, Atari.

Others tried and failed to muscle in on the Game Boy's cornered market, spurred on by the buying frenzy Nintendo's new machine had created. Sega's Game Gear was basically an enhanced Master System in a handheld, with a colour screen and a large library of Master System games to choose from at launch. It faded from the scene because Sega failed to pay heed to Atari's costly lesson, believing that gamers wouldn't mind spending £30 a week on batteries if they had a piece of cutting-edge hardware in their hands. Nope. NEC's PC Engine GT, an otherwise excellent machine, suffered the same fate for the same reason. As Nintendo correctly reasoned, if Gunpei Yokoi couldn't find a way to make a viable colour handheld then it simply couldn't be done. At least, not for a few years anyway.

Mind you, it wouldn't have mattered how cannily designed a piece of equipment the Game Boy was if there weren't any

DADDY'S BOY

The godfather of handheld gaming

The great responsibility of the creation of the Game Boy is attributed the term "godfather of handheld gaming" to Nintendo's Gunpei Yokoi. In 1963, he was the youngest of Nintendo's employees, but he was also the company's first CEO. Yokoi was a playing card company, Gunpei's first creations for the firm were the Ultra Hand (an extendable arm), and a gripping hand on the back of your hand. Yokoi (one of those names where you assume you know it, but you don't) was the one who determined just how much you really are).

As Nintendo began to move towards electronic entertainment, Gunpei's RD1 research department came up with the original Game & Watch machines (more than 40-million units sold), and, in the process, created the blueprint for the games machines of the future. Gunpei patented the distinctive Nintendo cross-shaped D-pad and an ingenious colour LCD display, in addition to many equally innovative ideas, before unveiling his finest achievement, the Game Boy, in 1989.

In 1996, after the commercial failure of his 3D virtual-reality console, the Virtual Boy, Gunpei left Nintendo to form his own company, Koto, researching new hardware for Nintendo and others. Sadly, he would never see his grand plans for the new company bear fruit: he was killed in a tragic traffic accident in 1997.

Gunpei Yokoi is sorely missed, but his influence on the world of video games is a strong one as it ever was, with the Game Boy Koto rejuvenating handheld gaming, and his Koto innovations waiting quietly in the wings.

THE NITTY GRITTY

We go under the hood of Nintendo's newest console...

What is it that makes our Game Boys tick? We thought we'd better have a dig around Nintendo's technical-specifications manual to find out what's going on, and just what makes the Game Boy Color different to its monochromatic forebears. It isn't as obvious as you might think...

	GB C	GB	GB MONO
CLOCK SPEED	8MHz	4MHz	
COLOR PALETTE	4096	4	
COLORS ON SCREEN	56	4	
RESOLUTION	160x140	160x140	
RAM	32K	8K	
LINK-UP SPEED	512K/sec	8K/sec	
MAXIMUM ROM SIZE	64Mbit	8Mbit	
BATTERY LIFE	16-22hrs	18-22hrs	

NOWHERE!

SPECIAL EDITION

Searching for the next big thing

You'll find Game Boy owners all over the world, but they're in especially high concentrations in Japan. It's there that the handheld-gaming craze began, and the Japanese continue to greet any new developments with almost insane enthusiasm. Consequently, Japan's where you'll encounter such delights as Bandai's WonderSwan console, SNK's Neo Geo Pocket, and the utterly wonderful Pocket Pkachu – the first virtual pet with a built-in motion sensor.

Not to mention some excellent additions to the ever-expanding Game Boy family. How about the Super Game Boy 2, an adaptor designed specifically to enable Pocket Monsters fans to trade creatures using a SNES? Or Nintendo's luminous Pocket Light, the only Game Boy you can play in the dark? Of course, we mustn't forget the Game Boy Kiss, Hudson's solution to the age-old problem of 'How do I get my Game Boy to talk to my PC?' Or the Pocket Sonar, a device which you dangle in the water until your Game Boy finds a school of fish to catch. Honestly,

▷ must-have games for the eager gamers of the world to play on it. Enter *Tetris*, brainchild of Russian games designer Alexey Pajitnov. By the time the Game Boy was released, *Tetris* had been around for a little while on a number of home computers – but without causing much of a stir. However, those clever folk at Nintendo realised that, with some judicious fine-tuning, *Tetris*' ultra-basic graphics and feverishly addictive

gameplay would make an ideal bedfellow for their new handheld. And they were right. Nintendo's version of *Tetris* was an overnight sensation, catapulting Game Boy sales to unprecedented levels.



The Pocket Sonar is bizarre. There's even a simple built-in fishing game to play when you're not doing the real thing.

NINTENDO'S VERSION OF TETRIS WAS AN OVERNIGHT SENSATION

Six years and some 60-million units later, sales were, inevitably, dying down. So the Game Boy was redesigned. The new Game Boy Pocket was much smaller, lighter, featured a bigger and vastly improved LCD screen, and ran off just two tiny AAA batteries. Interest in the format was renewed, and special-edition versions featuring differently coloured cases proved highly collectable. With major games developers beginning to write a second generation of Game Boy titles, it was only a matter of time before the arrival of a 'killer app' to match *Tetris*.

That game was *Pocket Monsters*, an RPG which has been the number-one pastime among Japanese schoolchildren since



Gameplay by Miyamoto, design by Yokoi. Game & Watch took 18 years to evolve into Game Boy Color.

TIMELINE Key dates in handheld gaming history

1980



GAME & WATCH

Nintendo's G&W Silver series (Ball, Vermin, Flagman, Fire Judge). Pocket-sized forerunners to the Game Boy.



1981-8

SILENCE

New Game & Watch titles appear, seemingly on a weekly basis, but all R&D departments focus on home consoles. All except one...



1990

SEGA GAME GEAR

A handheld Master System, with colour screen. Soundly thrashed by the all-conquering Game Boy.

1989

GAME BOY

The revolutionary, Tetris-equipped Game Boy realises the handheld scene. It sells upwards of 60 million units.

ATARI LYNX

Very powerful 16-bit colour handheld from the designers of the Amiga. Pitiful battery life ensures a stillbirth.





The Micro Vs series came with tiny little jypads for two players.

its release in 1997. The game is discussed in more depth elsewhere in Planet Game Boy but, in a nutshell, it's all about trading. You catch a monster, name it, nurture it and then trade it to a friend in return for one you can't otherwise get. There are two different versions of the basic game, with a slightly different collection of monsters in each, and the only way to see them all is to break out your Game Boy Link Cable and get swapping. As a game, it's exciting and compulsive. As an exercise in marketing, it's a work of genius, and the Game Boy has gone from strength to strength ever since.

Which brings us right up to the present day, and the Game Boy Color. In the years since the miserable failure of the Lynx and its ilk, technology has advanced enough to enable the production of a colour screen which, by doing away with the backlight, doesn't eat batteries. Super-fast processors and graphics chips are still some way off, but the Game Boy Color's two AA batteries keep it going for as long as any of the previous models. But that's not all. Nintendo's designers even found a way of upgrading almost all the internal hardware, then wrapping the whole thing in a sleek, contoured case little bigger than the Game Boy Pocket – and far more pleasurable to hold. Naturally, it's compatible with the vast library of mono software, and, as the machine grows ever more popular, we'll begin to see even new games being enhanced to take advantage of the increasingly capable hardware. Thanks to a rapidly expanding user base, the Game Boy Color will be dominant by the end of

the year, by which time we'll have a collection of around 100 new titles to choose from. The Game Boy's future is assured. And very, very colourful...

A THING OF BEAUTY

SCREEN

The high-resolution thin-film transistor (TFT) screen, designed by Sharp. Runs at a resolution of 160x140, although theoretically it's capable of running at an impressive 320x280, should the need arise. There's no backlight, so the screen makes minimal impact on the batteries.

INTRA-RED PORT

Much slower than the link port, but at least you don't have to use a separate cable. It works like a TV remote. The first games to use it are likely to be the next wave of Pokémon titles.

CARTRIDGE SLOT

The Game Boy Color's carts can be anything up to a whopping 64 Megabits – eight times as much as was possible on the original Game Boy. Happily, standard cartridges weigh in at a rather more affordable eight Megabits.

LINK PORT

The Game Boy Color's new hot-rodded link port can transfer information 64 times faster than the one on the old mono models, enabling those speedy networked arcade titles to communicate without glitches.

D-PAD

To select a new colour palette, insert an old mono game and hold the D-pad up, down, left or right – in combination with the A and B buttons. Left and B (crisp black on white) has to be the purists' choice.

BATTERIES

The Game Boy Color runs off two AA batteries. Battery life in all models is outstanding, although with the GBC it can vary a bit more than the others, since full-colour games require slightly more power than older ones. Around 18 hours seems to be the average.

CASE

Inside the case is the trusty old Game Boy 280 processor, albeit running twice as fast as before. There's also four times as much memory, enabling more of the code on the cartridges to be loaded at once. The result? Bigger, badder, faster Game Boy software. Lovely.

POWER BUTTON

What's going on here? When you switched previous Game Boys on, the cartridge was locked in place by means of a little plastic tab. With this safety device now curiously absent, pay attention before inserting or removing a cart.

1996

YOKOI QUILTS

Gurpei Yokoi leaves Nintendo, taking a brainful of future inventions to his new company. We've yet to see the results...



1998

GAME BOY CAMERA

Ludicrously entertaining hardware add-on, turning the Game Boy into a simple, fun-packed digital-camera studio.

1995

GAME BOY POCKET

Miniaturised version of the original Game Boy. With a much better screen. Cheaper to own, takes fewer batteries.

VIRTUAL BOY

Headache-inducing portable VR console. Prospect of permanent eye damage somewhat limits its mass-market appeal.



1997

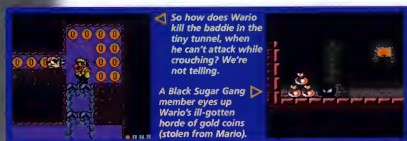
POCKET MONSTERS

One of the most successful games of all time. Single-handedly responsible for keeping both Nintendo and the Game Boy alive and kicking in Japan.

GAME BOY COLOR

Faster processor, pin-sharp colour screen, and staggeringly long battery life. It sells millions worldwide.





So how does Wario kill the baddie in the tiny tunnel, when he can't attack while crouching? We're not telling.

A Black Sugar Gang member eyes up Wario's ill-gotten horde of gold coins (stolen from Mario).

WARIO LAND 2

Price: £25 From: Nintendo Out: Now Colour: Yes Link-Up: No

All Right in Black & White?



The original monochrome version is available for a tanner (less: better to go for that if you don't own a colour machine).

He's evil, he's yellow and he's the star of one of the Game Boy's finest platform games.

Nobody makes platform games like the good folk at Nintendo. They invented the things back in the early '80s, yet it's a strange-but-true fact that not one of the hundreds of developers who have sought to imitate and improve on the original formula has even come close to the kind of perfection Nintendo achieves almost every time.

Wario Land 2 is the latest addition to the Nintendo family, a colourised version of the monochrome Game Boy game from a couple of years back. Unlike previous platformers, the hero, Mario's evil nemesis Wario, can't die. No matter how many times he gets knocked off platforms,

thumped, squashed, set alight or poisoned, he's always ready to bounce back for more punishment. Each hit simply costs him a few of the coins he's been collecting.

Which brings us to the object of the game. Wario's task is to retrieve the treasures that've been scattered around his castle by the Black Sugar Gang, the bunch of mischievous little blobs who've infested his domain. Collecting coins gives you the chance to spend your newly acquired cash on bonus games at the end of each level, with the elusive treasures as prizes. It also turns the game into a tricky score/attack challenge, since collecting and keeping every single coin that's contained in the rather



The only way to get through that red wall is to set yourself on fire. There must be a candle rat around here somewhere...



Candle rat! Or maybe it's a fox. Anyway, sneak up on it and carry it to where you want to be set alight. Then stand back and wait for it to turn you into a fireball.

BOSS

They're way beyond even Wario's weight class, but they're beatable.

FAT GREEN BLOB

Bosses in Wario Land 2 are generally giant versions of the weedy enemies you enjoyed flattening in the previous levels. This huge round thing wanted revenge for its little brothers. It tried. Wario beat it senseless. Hal





hazy castle verges impossible. Wario has an impressive range of moves at his disposal, many of which can only be activated by winning into certain types of enemy. Even when he seems to have come a painful second-best to his adversaries (see the Wario's World O'Hurt boxout), there's usually something you can do to take advantage of his misfortune. When he's a human rebel, for instance, he can burn through certain walls. When he's as fat as a pancake, he can flutter down from high ledges to collect more coins and goodies. Excellent.



▲ Got one of the little devils? Lob it at something breakable and you'll get a handy bonus of the monetary variety.

Naturally, the game's level design is as devious as in any of Nintendo's finest moments. Some of the puzzles will have you tearing your follicles out, but the multiple routes through each level mean that you can bypass the toughest ones and come back to them later on – when something you've seen has provided a clue, or offered you a glimpse of a previously unseen Wario ability.

Graphically, it's outstanding. The sprites were designed to be clearly visible on the original Game Boy's screen, and the addition of colour makes for one of the best-looking Game Boy games to date. It still works well on an older machine

ALTERNATIVELY

There's more than one way to play.

LEAVE HIM BE

Depending on where you go and how much treasure you collect, there are several routes through the game. As you might expect, grabbing every bit of treasure opens up a final hidden level, but the sneakiest route can be found right at the start, before you've even moved Wario. Let him sleep after the opening cut scene, and don't press any buttons. After a minute or so, he'll be whisked away to a brand-new level!



BONUS

GUESSING GAME

After every level, you get the chance to spend some of your coins on a bonus-card game to win extra treasures. In this example, you have to guess which number will be displayed when all the cards are flipped over. The more you spend, the more clues you get. Can you tell what it is yet?



VERDICT

Only Nintendo stunts its platform games with this much unadulterated magic. Another superb effort.

5

MARTIN KITTS

WARIO'S WORLD O'HURT

These objects appear throughout the game, helping you out in your time of darkest need.

SHINY COIN

These are what you're after, but you're going to have to experience some severe pain before you can get your chubby mitts on these hefty gold beauties. Oh yes, you are.

BATS

Nasty business. Vicious bats pick you up and shake you until your hard-earned coins fall out of your pockets. Damn their beady eyes. The best tactic is to stay well clear of them.

BOSS

Far more painful than a shaking from a bat, if you happen to be allergic to bee stings. They make Wario swell to quite hideous proportions, but temporarily give him the power of floaty flight.

BOWLING

In order to smash through low tunnels, Wario has to find a handy slope, curl up into a ball and prepare to launch himself down it at high speed. It works a treat, but it makes him feel ill.

FLAMES

The things Wario puts up with for the sake of a few coins. Rodents with candles rush at him, turning him into a fat yellow fireball. Hurts a lot, but it's the only way to break certain walls.

POUNCE

Need to float through the air like a leaf? Then you're going to have to grit your teeth and stand underneath one of these ten-tonne squishers. Water or bats restore flat Wazza's former bulk.

WARIO

Despite his macho physique, Wario really can't take his liquor. One sip and he turns purple, staggers about and vomits an awful lot. Only a dip in some icy cold water will sober him up.





Them thievin' Looney Tunes baddies have been stealing carrots, and it's up to you to make 'em pay.



▽ Here's Yosemite Sam in an unnecessarily large boat. Leap the obstacles, and mind that cannon!



OPERATION CARROTS



△ Daffy, clearly miffed at the fact that he's the onlytoon to be cursed with a lisp, is out for vengeance. He's quackier, you know...

BUGS BUNNY & LOLA BUNNY IN OPERATION

From: Infogrames Price: £24.99 Link-Up: No Colour: Yes Out: Now

As if there weren't enough cutesie-wutesie platform games for the Game Boy, along comes the root-vegetable-based *Operation Carrot Patch*. Thankfully, it's a notch above the average, pulling quite a few of its competitors to shame with better graphics, slicker gameplay and... well, it's Bugs Bunny, for Pete's sake! Added to which, you get lots of neat stuff to do on the way, there's plenty of interactive scenery and it looks fantastic.

Operation Carrot Patch really is a game with a difference, though: you get two characters to play with instead of one. By pressing 'Select'

during the game, you can switch between Bugs and Lola, both of whom have their own special skills. Bugs, for example, can burrow into the earth at certain points to tunnel beneath otherwise impassable obstacles. Lola has an umbrella with which she can parachute safely to the ground from great heights. (If you trip off a cliff and plummet down about it, it's a trip to the great bit hutch in the sky...)

There are five different levels to work your way through, each dominated by a Looney Tunes baddie. Marvin the Martian's level is set on a spaceship, whereas Tex is found in the zoo. Each level offers different puzzles, and scenery with which to

interact. You'll soon be firing yourself from cannons, zipping about on jet bikes and flying around with the aid of magic carrots.

Sadly, the game's let down a little by the fact that every time you lose a life you start right back at the beginning of the level. This isn't just frustrating – it's downright tedious having to plough through the whole level just to get to the stage you were at half an hour before. At least you're given codes between levels, but it means you have to crack each of them in one sitting.

The gameplay is very slick, and Bugs and Lola feel great – there's none of the jerky, unresponsive nonsense of games such as *A Bug's Life*. There's also a bunch of sub-games to play if you collect all the bonus tokens. And, when you reach the end of a level, a comical 'chase' scene ensues, with all the bad guys haring after you on steamrollers, trucks and the like – in true Looney Tunes style.

All in all, *Operation*



BUGS

We all know him, we all love him: he's the original carrot-munching rogue, the toothily inimitable Bugs.

HAMMER

Bugs sports an overly large hammer with which to bash the baddies. Although you can jump over many of them and thus avoid a contretemps, it's much safer and much more satisfying to give 'em what for...



BURROW

At certain moments in the game, a little spade will pop into view. Unsurprisingly, this is the cue for Bugs to get digging: if he's to find those secret carrots, he needs to be able to move about underground.



LOLA

Bugs' girlfriend and a real looker (if you're fond of furry ladies). Lola's special skills are essential in the game.

ROLLING-PIN

Not to be outdone by Bugs and his hammer, the deliciously feisty Lola swings one mean rolling pin. This is put to use flattening baddies to the ground and showing Yosemite Sam who's boss.



UMBRELLA

Surprisingly for a rabbit, Lola's no stranger to heights, and she brings her umbrella with her for just such occasions. If you come to a huge drop, use your broly to float safely to the ground.



All Right in Black & White?



Thankfully, the game's exactly the same in B&W, so you don't lose out in the playability stakes.

SPECIAL ITEMS

REGULAR CARROTS

Found all over the game, these must be collected to help boost your carrot meter. The more you collect, the further you'll be able to walk in the air after jumping.



SUPER CARROT

If our heroes manage to get hold of a Super Carrot, they'll get the gift of flight (temporarily). Great for getting to hard-to-reach areas and grabbing floating carrots.



HABANERO CARROT

The crunchy orange equivalent of a hot chili pepper, the Habanero Carrot will make Bugs or Lola bounce around like jumping jacks. Even better, it'll confer invincibility on 'em.



TWEETY PIE

The eternally fluffy Tweety appears at various points to lend a helping hand. Be quick, though, or he'll flutter away, out of reach. Our feathered friend offers Bonus Letters, Health and a 1-Up.



BONUS LETTERS

Get the letters E, X, T, R and A and you'll gain access to the end-of-level bonus game. This gives you a chance to rack up points and extra lives, and to thwack baddies.



HEALTH

Sometimes, Tweety can be found with a heart clutched between his teeny talons. This'll give your health a much-needed boost – essential because some later levels are as hard as nails.



1-UP

It's an extra life, delivered from the heavens by Tweety himself. Which can be a 'life' saver. Seriously, though, you'll need these boosts: one wrong step and you're a life down, you see.



Collect every letter in the game, and get onto those bonus levels!



CARROT PATCH



Bugs takes a breather and munches on a carrot. Nice.

Carrot Patch is a smashing platformer that makes full use of the new Game Boy's colour palette. Lovely graphics, loads of extra features and real attention to detail make it one of the best of its kind. It's just difficult enough to last a while too. Top stuff.

ALEX BICKHAM

WHAT'S UP, DOC?

Here's the playing screen, broken down and explained for your own personal edification...

1 CARROT GAUGE

When Bugs or the lovely Lola jump into the air, they can perform a little run at the highest point of their jump. The more carrots they grab, the higher this gauge goes and the longer they can perform the run. It's essential that you get the gauge up because some places are too remote to reach without a really big jump.

2 NUMBER OF LIVES

Pretty self-explanatory, really. When they're all gone, it's game over, and you don't get any continues.



3 LIFE-METER

You get a maximum of five hearts per life. More can be collected from Tweety, but when you run out that's all, folks: you lose a life and have to begin the level again.

4 BONUS LETTERS

Collect all these and you'll reach the bonus stage, where you get to throw dynamite at the baddies. For extra points.

5 CLAP-BOARDS

Every level, except the boss levels, requires you to find four Clap-boards. You need them to complete the level.



Tweety is always there to lend a helping hand. (Or, in this case, a claw. He is a canary, after all.)



After every couple of levels, you're confronted by one of the baddie bosses. Here we see Yosemite Sam aboard an unfairly large galleon.

Hop into this cannon and propel yourself skyward at the touch of a button. (Be careful where you alight...)



VERDICT

Super graphics, loads of features and great playability make this one of the best platformers around.





RESERVOIR RAT

From: Take 2 Price: £20 Link-Up: No Colour: Yes Out: Now

All Right In Black & White?



It's a little more difficult to make out what's going on, but otherwise you'll experience much the same level of 'fun'.

Walk, jump, shoot, walk, jump, shoot... Bored yet? Oh, you will be.

This is one of those games that's so pitifully simple we're a little worried that we won't be able to fill the page with our review of its 'charms'. But here goes...

Your mission in Reservoir Rat is to collect all the pieces of food from each level in order to open a door to the next one, while simultaneously avoiding or shooting the fixed-route bad guys. And that really is it. This particular game concept was invented

in 1982 and brushed under the carpet a few years later when people began to realise how awful it was. Take 2, in its finite wisdom, has brought it back, and – inexplicably – managed to make it even worse.

Take the central character, an unloveable poggun-toting rat who refuses to jump onto platforms that it's plainly obvious he can reach. Or take the enemies, a set of overused cutesy-wutesy animals that absorb a ridiculously high number of bullets before finally expiring. Or take the levels, which have been put together with a complete lack of thought and originality. The result is a contender for the title of 'Most Tedious Game Boy Platformer Ever'.

To be fair, the controls are responsive, the graphics are pleasant enough, and the sheer number of stages offer you plenty to be getting on with (including some admirably large bad guys, seemingly made from snot). But despite the slight change of scenery that each set of 17 levels brings, your eyes will soon begin to glaze over as one identical-looking set of platforms blends into the next. 'Reservoir Rat' is apt: this game belongs in the sewer.

MARK GREEN

VERDICT

Unimaginative and tedious platforming that's so simplistic it hurts. A rat of the most diseased kind.

2



Scores at least 550,000 by level 10.

YOU DIRTY RATS

Each set of 17 levels comes with its own batch of enemies. Here are the bad guys that Mr Rat's up against in the early stages...

FEAR

The least-threatening bad guy, this slithering insect type simply wanders leftwards and rightwards forever – or until you smack him up with some poggun ammo.



SLITHER

Another slippery foe, this green serpent moves in the same way as the snail, but homes in on you if you land on his platform. He's a tricky blighter and no mistake.



MOVING

Moving into the realms of the downright nasty, this roving rodent can make astonishingly speedy leaps between platforms. He won't see you if you're behind him, though.



FOX

Time to start crying. The fox moves slightly faster than the mouse, performs the same horribly quick jumps and runs towards you if you land anywhere near him. Help!



HAMMER

The token indestructible bad guy. The hammer's job is simply to float slowly up and down, getting in your way as you try to jump from one platform to the next.



DEMON CRITTER

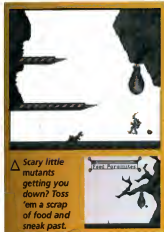
This hovering critter is also impossible to kill, but only appears if you let the sand-timer run out. He follows you around incessantly until he kills you. Grrr!



THE JEDI MIND TRICK

The Force can have a strong influence over the weak-willed...

If we were backed into a corner and forced to name one great thing about Oddworld Adventures, it would have to be Abe's charming ability. Stand near a Slig (they're the dumpy aliens with guns), hold Select to chant, then wait. In a couple of seconds, the Slig is yours to control, as is his gun. March him up to one of his mates and fire away. The really fun thing to do at this point would be to give him his mind back just as you fire the fatal shot, then witness his horror at gunning down a comrade. But you can't. So drop him down a hole instead.



ODDWORLD ADVENTURES

From: GT Interactive Price: £20 Link-Up: No Colour: No Out: Now

Abe looks like the sort of alien you'd usually be shooting. And, by cracky, we wish we could take him out.

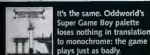
For reasons we don't quite understand, GT Interactive's Oddworld games have proved a hit on other systems – it's probably something to do with the sumptuous visuals and consistently well-executed animation. With such goodies in tow, we imagine that Abe, possibly the ugliest main character ever to grace a computer game, becomes a lovable, even adorable, green mutant. Without them, as in Oddworld Adventures, he's entirely without charm. Which kind of makes him fit in with the game as a whole.

This looks like a platform game, but isn't. Oddworld Adventures is stuck somewhere between platformer and puzzler, and it doesn't sit well in either camp. Abe is unwieldy and entirely unsuited to platform action, but to solve the puzzles you often need to be fleet of finger. Abe simply can't keep up. Result: having to repeat the same actions over and over again in the hope of getting lucky, and that's on top of working out exactly what you have to do. Your ultimate aim is to light some torches (there's a vague reason for this, but it barely seems worth the

effort and frustration). You attempt something, you die. You talk to other aliens, you die. You fall, you die. You get savaged by little mutants, you die. There's the occasional pleasing touch, like feeding the little mutant things so you can sneak past, and chanting so that you can take over the brains of the nasty aliens, but these are small rewards for what is otherwise a carnival of irritation. Buy something fun instead.

JIM MCCAULEY

All Right in Black & White?

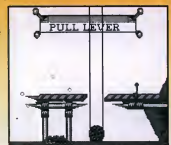


It's the same. Oddworld's Super Game Boy palette loses nothing in translation to monochrome: the game plays just as badly.

DEAD AGAIN

The Game Boy wasn't made for intricate control systems, especially not the smaller Pocket and Color models. So Indigo's Anne Robinson voiced why oh why oh why does Oddworld Adventures have to be so damn fiddly? Left and right, jump and an all-purpose 'use' – we can cope with those. But pressing up and left or right to sneak around is simply clumsy (and, when you get it wrong, a very good way of getting eaten by a previously sleeping monster). Then there are the jumps of death, not to mention the rolling rocks that you simply can't escape... This game probably looked good on paper, but its control system is hugely and off-puttingly frustrating.

"I just have to press this, then jump, and... Poo. Lifeless once more."



Pick a door, any door. We guarantee that through it lies sudden death, torment and utter annoyance.



Abe can run, sneak, climb, jump, duck, roll, fart and do Jedi mind tricks. He remains unappealing.



VERDICT

Illogical, unfair and not particularly interesting. Don't buy it – not even by mistake.

1

ME AND MY GAME BOY

Game Boys. They come in all shapes and sizes. And so do their owners. We quizzed a few in the street in an effort to find out what makes them tick...



"Hi, I'm Eli. I'm 15, and from Pontardawe. That just got my Game Boy Color. I'm playing Rugrats - it's almost as good as the show!"



"My name's Poppy. I'm five years old, and I live in Weston-Super-Mare with my mum, dad and three cats. I'm playing Smurfs, but I wish there was a Spice Girls or Barbie game!"



"I'm Jade. I got my Game Boy for Christmas and I've been playing Super Mario ever since. I tend to get really stressed out if anyone tries to talk to me while I play, so shute it!"



"Yoi it's Steve here. I've been known to nick my kids' Game Boys. I have a bad habit of hogging the bathroom because I've been playing Super Mario on the toilet!"



"I'm Isaac. I'm 11, and come from Pontardawe in Wales. I love making my sister look stupid with my Game Boy Camera - and it's not hard! I can't wait for Pokémon to come out!"



"Connor here! I'm five, and I've had my Game Boy for two years - since I was only three! I like Bad & Rad, the skateboard sim, though I like any fighting or shooting games too."



"My name's Gemma. I'm 12 years old and I'm from Bristol. Super Mario's my favourite, though I'd like to see a 101 Dalmations game - they're just so cute!"



"I'm Tracy, and I'm a hairdresser. Once, I was so engrossed in Zelda that my customer's hair almost fell out! She'd only come in for a light perm, too!"



"It's Shauni. I'm nine and I've had my Game Boy for three years. Mario's my favourite game, though I wouldn't mind seeing Tom's Raider on the Game Boy."



"Hello there! My name's Charlotte and I'm six. I got my Game Boy Rocks for Christmas - it was my best present. My favourite game is Super Mario 2. It's cool!"



"I'm Del, and I'm not telling you how old I am! I though I tend to get carried away - I've missed my stop more than once!"

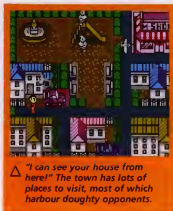


"I'm Jordan. My favourite game is Super Mario Boy for a week. I'd like to get a really good football game and play head-to-head against Dwight Yorke. I'd beat him, too!"



"My name's Matt and I've only had my Game Boy for a week. I'd like to get a really good football game and play head-to-head against Dwight Yorke. I'd beat him, too!"

POWER QUEST



△ "I can see your house from here!" The town has lots of places to visit, most of which harbour doughy opponents.

All Right in Black & White?



Well, the combat certainly doesn't look as impressive in B&W, but the game itself remains thoroughly great.

From: Sunsoft Price: £20 Link-Up: Yes Colour: Yes Out: Now

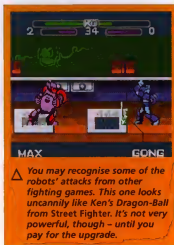
It's Robot Wars, but these ones have legs. And, more importantly, you're the one in control. Welcome to Power Quest...

Radio-controlled cars are great fun. You can race them, do stunts, jump off ramps, scare the nannies off your pet dog... However, they don't do much more than drive around, and unless you buy all the parts and construct your own car, there's no option to stick in a bigger engine, for instance, or to deck them out with fatter tyres.

Imagine, then, how exciting it would be to have your own robot. We don't mean the kind they have on Robot Wars, which are really just radio-controlled cars with attitude. No, we mean the sort of robot you see in the movies or in cartoons – an

outlandish creature that can leap around and, more importantly, pick fights. Because that's what Power Quest is all about – stropy radio-controlled robots!

To set the scene, we'll tell you a bit about the story. School's out for the summer, and there's a new craze in town: model fighting. The models in question are actually pocket-sized robots, which can be bought, sold and swapped at the Model Shop. At the start of the game, you're sitting at home when a letter arrives, informing you that you've won your own robot model in a competition. So it's off down to the robot shop to choose your prize...



△ You may recognise some of the robots' attacks from other fighting games. This one looks unashamedly like Ken's Dragon-Ball from Street Fighter. It's not very powerful, though – until you pay for the upgrade.

From here, the game screen turns into a *Zelda*-style affair, viewed from above. You can walk around the town, visiting shops, houses and lots of other locations, all of which have something to offer. Your first port of call is, of course, the Model Shop. Here you get to choose your own robot – then take him out for a bit of a punch-up.

That's the idea, you see – the more fights you win with your model, the more money you get, which enables you to buy new bits and bobs for it. A quick trip back to the Model Shop enables you to buy a new fighting skill or mechanical upgrade. But you don't just send your boys out to fight: you actually control them during the battles, which places Quest somewhere between an RPG and a fighting game. A great little fighting game it

MEET THE TEAM

Here are the first five robots. They're all different, of course, each of them boasting a particular skill that sets him apart from his peers.

MODEL: Max
SPECIALITY: Power Punches
STYLE: Not the fastest model available, but certainly very powerful, Max can take down any of the belligerent models with ease. Look out for his trademark energy-punch, which throws a ball of... well, energy at his opponent.



MODEL: Gong
SPECIALITY: Heavy Moves
STYLE: Slow and ponderous he may be, but Gong is also one of the hardest hitters in the game. Get close to an enemy and you can pick him up and toss him into the air with impunity. Underestimate this fighter at your peril.



MODEL: Speed
SPECIALITY: Fast Moves
STYLE: With lightning-fast kicks and punches, Speed models can run rings around their opponents. Capable of several long-range attacks, they can hit from a distance, then dart back out of trouble in the blink of a (black) eye.



MODEL: Axe
SPECIALITY: All-Rounder
STYLE: While Axe is good at pretty much everything, he's outstanding at nothing. That said, he boasts a decent array of attack moves, and is quick enough to dodge slower-moving models. Funny-shaped bounce, though.



MODEL: Lon
SPECIALITY: Kung-Fu Attacks
STYLE: In true Bruce Lee tradition, Lon rains down swift karate kicks on his opponents. Mainly a kicker, he can also be upgraded to carry a pair of Nunchaku, making him a lethal close-combat specialist.



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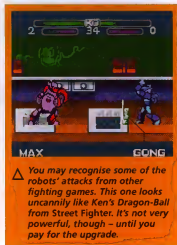
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◀ Fighting a similar model can be frustrating: they often have moves you can't afford.

Early on in the game, you can often win a fight by backing your opponent into a corner and hammering the attack buttons. ▽



◀ Wolf-man returns! This freaky fella works in the Model Factory, and he loves a bit of a scrap...



is too: your model begins with loads of moves, and you can add to these as the game progresses.

Unfortunately, things do get a bit repetitive, not least because you have to wade through stacks of fights before you can afford to buy even the most basic upgrade. And even then, you'll only be able to buy the lower-level moves – the better, more advanced ones are invariably very expensive. Also, you'll find that, early on, your progress is slowed by the fact that you never really earn much for the fights you do win. This means that it takes you quite a while to get to the tournament proper.

But, overall, *Power Quest* is still a fun game – especially in a two-player link-up mode, where you get to pit your creation against a friend's robot. Well worth a look.

ALEX BICKHAM

VERDICT

An unusual fighting game, with a bit more to it than you'd expect. With a friend and a Link Cable, it shines.

4



△ We're glad our mums don't look like this (check out those loony eyes). You meet some odd-looking characters in *Power Quest*, but never judge a book...

UPGRADE!

SNAP-ON TOOLZ

Take a trip down to the Model Shop and you'll be faced with some customisation options for your feisty fightin' fella. Each robot has its own line in upgrades, from long-range energy attacks to close-in power-throws. It all costs money, though, and you'll have to work your way through lots of fights before you can afford to really start powering up your model. Pictured is a *Lon* model using his new Nunchaku.



A TRIP ABOUT TOWN

MODEL SHOP

This beardy weardy owns the Model Shop. You come here to buy, sell and trade model robots, as well as upgrade them when you get the wonga to do so. It stocks five different types of robot, all with special skills and attacks of their own. They don't come cheap, though...



SCHOOL

This should be your next step on the model-fighting ladder. You'll be up against tougher opponents boasting quicker, sneakier and more powerful attacks, and, when you win, you'll get a lot more money. Look out for the kid with the Gong model. Yoiks!



Here are some of the places you can visit. Don't forget to wear your fightin' hat...

PLAYGROUND

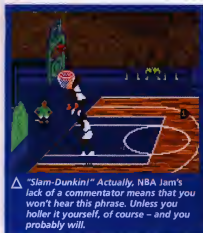
This is where you'll have your first fights. Here we see a young lass. Don't ignore what she's saying, because even the smallest opponent can be a real challenge. (That said, this is the place to visit if you want an easier fight. You won't win much money, though).



STADIUM

Once you've built your robot up to a certain level, you can come to the Stadium and duke it out with the professionals. You'll be up against stiff competition here, so you'll need to be ultra-good at controlling your own robot models. But big prizes await...





▽ The ball catches fire again. It's one of the satisfyingly oddball things about NBA Jam.

△ "Slam-Dunkin'!" Actually, NBA Jam's lack of a commentator means that you won't hear this phrase. Unless you holler it yourself, of course – and you probably will.

NBA JAM 99

From: Acclaim Price: £25 Link-Up: No Colour: Yes Out: Now

A feast of dunkery for your Game Boy. Who would have thought there were so many different ways of putting a ball through a hoop?

To come over all literal for a moment, if NBA Jam was a real fruit-based preserve rather than the Game Boy's longest-running sports series, it'd be the molten stuff you get in a pop tart rather than a sensible jar of Robinsons.

It's a bit mad, you see. Anything remotely dull or complicated has gone, replaced by a two-on-two game where the ball catches fire and you perform outrageous jump-

off-the-screen dunks. Power-ups make you invisible, electrify your hoop or let you dunk from anywhere on court. Tactical tinkering with full-court presses and zone defence is noticeable by its absence.

Although this knockabout approach makes things easier for UK gamers who might not be into basketball, it also exaggerates the very thing that puts many off the sport in the first place – the relentless 'score, defend, score, defend' pattern of play. This is end-to-end stuff, but with everything coming down to judicious use of the turbo button, that's nowhere near as exciting as it sounds.

Full credit to Acclaim for not skimping on this portable version, though. The options screens are packed with customizable features, so you can turn everything off and on with small-child-in-Dixons zeal, and there are 29 NBA teams with real-staff-defined players. A password system enables you to take your team through a whole season, and there are practice, head-to-head and play-off modes. The full-colour graphics add to this quality feel.

Ultimately, however, this comprehensive approach isn't fully backed up by the actual gameplay. Because games are a procession of auto-scoring and fruitless button-slapping defence, unless you're heavily into the real sport you might not make it through a full 28-game season on sheer enjoyment alone.

ROBIN ALWAY

HOT JAM FILLING

FIRE

The ball catches fire, thus making your dunks even more spectacular.

BROOM

Sweeps everyone over (except your player). A certain score awaits...

INVISIBILITY

Let 'em try and tackle you when they can't even see you! Ha!



All right in Black & White?

Frankly, no. The screen flickers constantly, which distracts you from the basket-permeating task in hand.



Best a CPU team without dunking any of your points. Standard shots only.

SLAM, JAM, THANK YOU

Despite using only three buttons – pass, shoot and the all-important turbo – NBA Jam 99 offers quite a few different moves.

SHOOT

As well as spectacular dunks like these (there are reputed to be 110 varieties in the game), you can fake shots to make defenders mistime their blocks, as well as slot in three pointers from outside the key.

PASS

Ideally, the ball should go automatically to your team mate, but it can be intercepted with terrible opposition-point-scoring consequences. Time to use the safe-bounce pass or the behind-the-back move.

DEFENCE

In defence, you can jump up to block shots (a real test of timing), cut out passes, steal the ball or way. A great opportunity to stick your bum out and wave your arms in classic b'ball fashion.



△ When no-one's in front of you and the basket, pressing shoot gives you an auto dunk and a spectacular two points.



△ There are options to switch control of your team mate between you and the CPU.

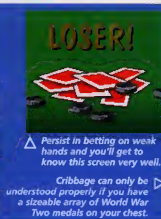


△ All the NBA players are here: the stats are almost as detailed as a full-sized console game's.

VERDICT

A quality title, but its unsophisticated two-on-two action makes for monopoly in the long term.

3



COOL HAND

From: Take 2 Price: £20 Link-Up: No Colour: Yes Out: Now

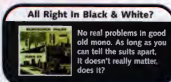
Why gamble your life away when £20 buys you lifetime membership of Take 2's virtual casino? Care for a wager?

Gambling simulations have to rank highly in the list of all-time most pointless computer games. Why do they exist, when the sole object of gambling is to lose large sums of money? Without the thrill of risking anything, a gambling game is a very dull business indeed.

So that's blackjack – the first in Cool Hand's catalogue of three popular card games – taken care of. The other two, solitaire and cribbage, are more interesting, even if they're hardly in the Zelda league of must-have Game Boy titles. Solitaire is one of those strange pursuits that, even if you might only

resort to it when you're suicidally bored, can eat up hours of perfectly good sleeping time. There really isn't any need to have a Game Boy to play it, but if you *don't* have a whole table to yourself on the train, then maybe you might like to give it a go.

Best of the three is cribbage, a game second in popularity only to dominoes among pensioners and pub patrons who don't fancy the physical effort of throwing three darts in succession. If you're at all interested in this kind of thing, then you'll already be familiar with the rules, and it's just possible that you can get a kick out of what Cool Hand has to offer. Who knows? Maybe you're just the person to spend all afternoon



giving the computer a real Minnesota Fats of a lesson in card-sharpness. If not, then stick with the likes of Tetris for your handheld puzzle fun.

MARTIN KITTS



Break the bank at blackjack. It's all very random.

PLACE YOUR BETS

There are three main types of game to try your cool hand at...

Otherwise known as pontoon, you bet on whether your hand's total is closer to 21 than the dealer's. The ideal hand makes 21 from two cards. Of course, there's very little skill involved (other than knowing when to call it a day and head off to the bank).



There are four variations on this most lonely of card games. Since you don't need an opponent to play solitaire, you might just as well buy yourself a pack of cards. The Game Boy keeps track of your stats, in case you're interested in that sort of thing.



Walk into a village pub and everyone in the place will stop what they're doing to give the stranger a good up-and-down stare. Everyone except the two ancient men in the corner, who have been playing cribbage for the past 30 years...



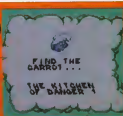
VERDICT

Only for people who love card games and/or gambling sims. It plays just fine, but there are loads of better puzzle games.





△ If you have a careful-enough look around the place, you'll find the odd special feature or two. This humorous bubble, for example, will send you soaring up through the atmosphere.



△ Under any illusions as to what you have to do? Find out here.

△ Push the pot, then bounce on the top of it: you'll be able to go higher and collect all those leaves.

Climb up higher with the help of moving screws. ▷



△ Let's face it, Gargamel looks like your average old bloke - decrepit and bald.



THE SMURFS' NIGHTMARE



From: Infogrames Price: £25 Link-Up: No Colour: Yes Out: Now

How do you know when a Smurf is a Smurf? When it's in Color, of course...



They're clever, those Smurfs. Not content with starring in their own cartoon series, having their own brand of 'collect them all' action figures and producing a cult album with Father Abraham (featuring such classics as Smurf Song and Smurfing Beer), the

blue Belgian midgets have been enjoying something of a comeback. A little while ago, they seemed to be fading into history, but two albums of tacky cover versions and a couple of oversized fluffy Smurfs later, the tiny fellas find themselves thrust back into the limelight. This game is the latest stage in their resurgence.

All Right in Black & White?



No, not really. The little blue creatures would look grey - and a grey Smurf is no Smurf at all in our book.

As per usual, there's trouble afoot in Smurf Village - having cast a spell over all the little folk, the evil Gargamel has trapped them in their own nightmares. Only one blue-faced one, Hefty Smurf, has avoided this terrible fate, so it's up to him to save his people from a nasty end. As Hefty, then, you have to enter each different Smurf hut in turn, bouncing, jumping and collecting your way through the levels until you've saved all your pals. It's pretty standard stuff, really - nothing you haven't seen plenty of times before.

Added to which, Hefty is a little too hefty - the number of moves he can perform is very limited. Besides, a few clever moving platforms and interesting things to collect do not a good game make. In fact, it's so dull you'd have a lot more fun if you got hold of the Father Abraham album, painted your face blue and sang along in your best falsetto.

DAVE PERRETT

VERDICT

Not quite a nightmare, but it does nothing for a genre that was sewn up by the Mario games ages ago.

2

HUT THAT DOOR!

The game does offer some things that you won't find in other platformers...

HUTS

Huts are where you'll find your sleeping mates, each of whom is having a different nightmare. As well as setting free a fellow Smurf, you have to get your paws on a special item that'll help to unlock a later level (it's not necessarily a key).



RABBITS

This hungry bunny wants a carrot. What do you have to do? Get him a carrot, of course. When you do, you'll be given a reward to help you get into the next hut. You'll have to complete the first hut to get your hands on his favourite snack, though.



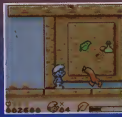
BONUS LEVELS

Once you finish a level in a hut, you'll be given a bonus round. Basically, all you have to do is bust the presents and loads of points will be yours. However, reveal a bomb and it's the end of the bonus round - and loads fewer points for you.



LEAVES

Collect the green leaves and you'll be given a magical gift - the ability to jump much higher than ever before. The more you collect, the higher you'll jump. (To complete some levels, you'll need to be able to perform a super-triple jump. So get collecting!)



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Calls charged at £1.00 per min - Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill.
Competition closes 30th September 1999. After which time they may be replaced by a similar service on the same numbers.
Winners will be picked randomly from correct entrants. For rules or winners' names send an S.A.E. to ILN Services, PO Box 107,
Knuttsford, Cheshire WA16 6AG. Helpline 0870 740 1002 (Helpline calls charged at National Rate).

MONSTERS EVERYWHERE!

The Pokémon are coming, and they're hatching into a worldwide sensation... By Alex Bickham

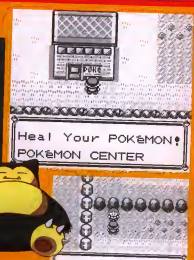
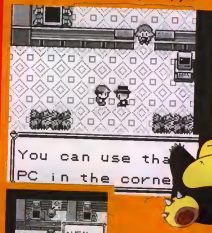
The strange mouse-eared creature? He's Pikachu. Chances are you've seen his cute little mug on TV or in a magazine and have wondered what he's all about. Well, he's the official mascot of Pokémon – or Pocket Monsters, to give it its full name. And Pokémon is turning into the biggest gaming phenomenon ever to grace the Game Boy.

Since its Japanese release last year, the game has sold nine million copies, and in excess of 11 million worldwide, making it one of the best-selling games ever. At its heart lies a kind of combat-orientated role-playing game,

a sort of Link's Awakening with lots more fighting. As Ash, a young Pocket Monster trainer trying to make his mark, you're constantly on the lookout for new and more powerful Pokémon. In your travels, you meet other trainers and incidental characters who challenge you to combat – the Pokémon against yours. The more battles your beasts engage in, the more experience they gain and the more their skills increase.

EVERYONE'S A WINNER
Each Pokémon is unique, and with up to 15 of them storable in the game (including some extremely rare creatures), you'll have your work cut out trying to catch and train the little buggers. To get hold of new Pokémon, you need to catch them in the wild, or trade them with characters in the game. As your Pokémon rise through the ranks, they start to evolve, turning into larger, meaner, altogether tougher creatures. Their skills and techniques become more potent, and they learn new ones as they grow. You'll also find (and in some places, ▶

▽ In the Pokémon Centres you'll find all sorts of characters willing to help you.



◀ The Centres are scattered all around the game world, and are used primarily to heal your Pokémon. They're free, so use 'em often.

▶ There are hundreds of folk for you to meet.



WITHDRAW ITEM
DEPOSIT ITEM
TOSS ITEM
LOG OFF

What do you want to do?

▶ Nip into the Cable Club at any Pokémon Centre and you can Link Game Boys with a friend. Do battle!

◀ The PC also found in every Pokémon Centre, is essential in the game: use it to store any Pokémon or items you're not currently using.

THE CREATURE FEATURE

PIKACHU

As the unofficial mascot, Pikachu is the best-known of the Pokémon. His fighting speciality is electricity, which he uses to shock his enemies into submission. Despite his small, rather mousey appearance, he can take down Pokémon twice his size, making him a powerful addition to Ash's Pokémon.

SQUIRTLE

This waterborne Pokémon's favoured method of attack is, as its name suggests, to douse its opponents with a jet of water. Fortunately, certain Pokémon are very susceptible to water attacks, especially electrical and fire-based types. As he matures, Squirtle will grow large water cannons from his shell.

OTHER POKÉMON GAMES...

POKÉMON GAME BOY
This curious little Virtual-Pet-style cartridge runs on the N64, and uses the Japanese microphone attachment. The difference between this and other Tamagotchi is that it responds to the tone of your voice – and it stars Pikachu. The problem is, it only understands Japanese, so even if you could get hold of one it probably wouldn't be much fun to use.



OTHER POKÉMON GAMES...

POCKET MONSTER STADIUM

Again, only available in Japan at present, *Pocket Monster Stadium* is an N64 game which enables you to plug your Game Boy cartridge into an N64 controller, so that your Pokémon can do battle in glorious 3D. As with the Game Boy, you can play against friends: just plug in four joypads to create some quadrilateral monster mayhem!





BUMCHEEK
HP: 15
2 / 2



Wild PIDGEY
appeared!

BUMCHEEKS gained 67 EXP. Points!

▲ At first, you'll only meet low-level monsters, such as this wild Pidgy. It'll grow up into a larger bird if you catch it and train it, however.

▽ Your arch-nemesis in the game is Gary, Ash's childhood rival. You'll meet him right at the beginning of the game. When Professor Oak gives you your first Pokémon, he gives one to Gary as well. Gazza crops up many times throughout the course of the game, always ready to test your skills and those of your Pokémon with his own monsters.



BUMCHEEKS
HP: 16
5 / 23



GARY: WHAT?
Unbelievable!

THE POKÉMON WORLD CONSISTS OF A SPRAWLING SERIES OF VILLAGES, TOWNS, CITIES AND DUNGEONS

▷ buy) extra skills for your Pokémon. These are mainly for combat, but some can be used to help you get past obstacles as well. If you train your Pokémon with the 'Strength' skill, for example, you can push big boulders out of the way to reach areas you wouldn't normally be able to get to. Other skills – such as 'Surf', which enables you to ride your Pokémon across water – are essential if you're to complete the game.

BIG WIDE WORLD

The world in which Pokémon is set consists of a sprawling series of villages, towns, cities and dungeons. The kind of Wild Pokémon you meet along the way reflect their environment, so if you're walking in long grass you'll meet snake-like Pokémon, or you might encounter ones that resemble chickens. There are many different types, such as Water Pokémon, Insect Pokémon, Fire Pokémon and

Electrical Pokémon (like our fuzzy friend, Pikachu). One or two of these types are quite elusive, and you'll have to range far and wide to find them. The attacks they can learn – and, indeed, the ones they'll develop as they progress in age and experience – are related to the type of Pokémon they are. If you capture a Foxfire, you can expect him to have skills such as Ember and

Flamethrower, since he's a fire-type Pokémon. Or if you were to meet a Wild Tentacool in the sea, you wouldn't be surprised to learn that he has attacks such as 'Water Gun' or 'Bubble'. In all, there are 50 different skills (or TMs, as they're known) to find and develop.

Another five special skills can be used out of combat (such as Strength and Surf), and these are known as HM's. You're given them as rewards when you complete certain tasks, or when you've bested a top trainer in combat.

GYMNASTIES

As you explore new towns, you'll find that most contain a gym. It's not a gym in the normal sense, though – it's a place where aspiring Pokémon trainers come to improve their own skills and, of course, their Pokémon. As you enter, you'll be challenged by a series of increasingly tough young trainers, culminating in the reigning Gym Leader. If you can get ▷

THE CREATURE FEATURE

BULBASAUUR



As a cross between a Poison-based Pokémon and a Grass-based Pokémon, the Bulbasaur displays characteristics of both. Its standard attacks are specials, such as Sleep Powder or Poison Dust, which affect its enemies in a different way to standard physical attacks.

CHARMANDER



This is the second stage of a Charameleon's evolutionary life-cycle. The Charmander is a small fire-based dragon, which develops fiery skills as it gains experience. It's ideal for slapping down furry Pokémon and anything else that's susceptible to fire attacks. It's particularly good against water-type Pokémon, as that's the opposite element to fire, believe it or not.

HEAD TO HEAD

Martin and Al pit their Pokémon against each other in the fight of the century! Can Al's younger, fitter beasts best Martin's more experienced old monsters? Let's see...



1 The two trainers begin with a smile and a gentlemanly handshake, each confident of his creature's abilities. Will Martin's Articuno peck Al's Kingler to death? Or will Al's Charizard toast Mart's Snorlax? Both trainers' top monsters are Articunos. The difference is that Mart's is level 57, whereas Al's is level 56, so Mart's team has a slight edge.



2 And they're off! Mart pulls out his big player, the Articuno. In defence, Al uses his Omanyte, a type of Pokémon that was grown from a fossil. Its tough shell should protect it. But Mart opens with a powerful Peck attack from his feathered Articuno. And suddenly, it's all over for the Omanyte, who's taken down in one swift attack!



3 A little disgruntled at this initial slapping, Al brings his Kingler out to face Mart's mighty Articuno. A crab-like beast, it's very slow, but well-protected. It manages to get the first attack in, pummeling Mart's Articuno with its claws. Although badly damaged, the Articuno replies with a blast from its ice ray. Thwack! Another sock in the face for Al.



4 Now it's time for the real power-play: Articuno vs Articuno. Mart's is looking a bit peaky since the Kingler gave it a bit of a slapping, so Al's straight in there with a blizzard attack. Not only does Mart's bird take significant damage, but it's frozen solid! This is a real blow, as Mart's hardest beast is now out of action. Time for the Snorlax...



5 With its hypnotic gaze, Mart's Snorlax sends Al's Articuno to la-la land. Nightmare! With both of the big players out of the picture, it's down to the little fellows to do their stuff. Al pulls out his Charizard (a mini-dragon complete with fiery breath) to face Mart's Snorlax. Unhappily for Al, the Snorlax uses its sleep-inducing attack again! What a blow...



6 From here on, Mart's monsters beat Al's into utter submission. With nothing above level 35, Al can't hope to compete with them. Mart's Articuno eventually thaws out in time to deliver the coup de grace to Al's last Pokémon. We have a winner! All those weeks of intense training have paid off: Mart is secure in the knowledge that his beasties rule!

WIN!

You lucky reader, you! We're giving away a pile of Pokémon carts for your gaming pleasure – months before they officially appear in the shops. When everyone else eventually gets their hands on a copy, you'll be a fully-fledged Pokémon trainer!

If you've read our Pokémon feature, you'll know that there are two versions of the game, Red and Blue. And five lucky readers will receive both – plus a Link Cable! So give a cartridge to a friend and you can have your very own head-to-head Pokémon battles! All prizes have kindly been donated by those lovely folk at Excitement Direct, our favourite mail-order games supplier. Check out their advert on page 99 for more details.

HOW TO ENTER

To enter this fabulous compo, slap your name and address on a postcard or stuck-down envelope, plus the answer to this brain-bending question:

Q: What's the name of Ash's electrifying Pokémon friend, and the official Pocket Monsters mascot?

IS FB:

- 1: Pikachu?
- 2: Bartholemew?
- 3: Dave?

SEND YOUR ENTRIES TO:

is that a monster in your pocket?
Planet Game Boy, 30 Monmouth Street, Bath BA1 2BW

RULES:

- 1: The closing date is 5 July 1999. Late entries will be fed to the dogs.
- 2: Employees of Future Publishing or Excitement Direct are forbidden, on pain of tooth-extraction, from entering this competition.
- 3: All entries will be put in our Editor's largest pair of pants, then chosen at random.
- 4: The Editor's decision is final. They're his pants, after all.



Enemy BULBASAUR
used TACKLE!

	—
	—

**COMES C
FOR A ST**

TWO CAR
T

TRIDGES

POKÉMON SNAP
Another Ingenious N64 tie-in, Pokémon Snap is essentially a 3D safari, in which you can ferret wild Pokémon out of their natural hiding places using various foodstuffs and other tricks – much like the Safari Zone in the actual game. The idea is that you then take photos of them, which you arrange in your own Pokémon album, which you compare with your mates' albums. Simple, really.



POKACHU
Very like a conventional Tamagotchi in appearance, Pokachu features... can you guess? Yes, it's that little shocker Pikachu again. This time around, he needs caring for and tending to – not as easy as it sounds. The gizmo is movement-sensitive so, as it shakes about in your pocket when you walk, Pikachu gets the exercise he needs.



Game Boys with a Link Cable, you can pit your Pokémon against those of a friend. You can also trade Pokémon, which really is the

Sadly, *Pokémon* won't be hitting our shelves until some time in October. However, various importers in this country stock American copies of the game, and they're only a phone call away. For a list of these handy people, check out the 'I want it now!' column on the facing page.



THE CREATURE FEATURE

METAPOD

The next evolutionary stage up from the Caterpie, the Metapod is another Insect Pokémon. This is the short transitional stage of the Caterpie's evolution; when it gains a little more experience and grows a few levels, it'll become a Butterfree. Just before then, it begins to develop its special skills.



BUTTERFREE

The Butterfree is an insect Pokémon, resembling nothing more than a large butterfly. It's another specialist creature, relying less on heavy-handed physical attacks and more on sneaky tactics such as confusing its enemies into hurting themselves. The cheeky thing.



POKÉ-MENTAL!

Following Japan and America, the UK games industry is one of the largest in the world. It hardly seems fair, then, that these other countries always seem to get hold of the best games before we do. But it's a sad fact that most games are coded and developed for release in other countries first, we tend to be further down the list.

That said, it's actually great news for us that Pokémon is so amazingly popular in America and Japan. Poké-fever has caught on and spread like a virus (albeit a cute, fluffy yellow one), to the extent that it's already one of the biggest-selling games ever. Which means that it's really only a matter of time until we get our slice of the Pokémon action. In fact, we can expect to see the game in the shops some time in October.

Pokémon is officially a full-blown phenomenon. If you're on the Internet, you just have to type the word 'Pokémon' and you'll find hundreds of Web sites devoted to the little fellas. The number of self-confessed Poké-maniacs out there is staggering, and pretty much anything you want to know about the subject is available at the touch of a button. You can find information about the monsters, their skills, where to find them in the game... just about anything you could want to know.

Love of the little critters isn't confined to the game, though. If you really want to indulge your fascination, a whole universe of Pokémon paraphernalia is available. Take the TV series. Originally made in Japan, it's been translated into English for American audiences, where it has met with great success. It follows the adventures of Ash, Pikachu and friends. The Evil Pokémon trainers of Team Rocket are there at every turn to throw a spanner in the works, but the good guys always seem to win, which is just as it should be. If you're lucky enough to have Sky TV in your home, you'll be able to follow the adventures of Ash and friends on Sky One.

Visit Tokyo and you'll find yourself in Pokémon heaven. The official Pokémon

department store stocks just about every Pokémon-related item you could think of, from toys to games to clothes (even socks!) And if you fancy a nibble, there's also a tasty range of Pokémon snacks, such as crisps, sweets and biscuits. (For the real die-hard fans, there's the Pikachu sandwich toaster, which leaves an imprint of our little yellow friend on your cheese-and-onion samies. It's as mad as a box of frogs, and we love it!)

That's not all. An impressive number of Pokémon games are available. The computer titles are covered in the margins of this feature, but did you know that this Game Boy classic has also been translated into a card game? Well, it has – kind of like Top Trumps but with lots of fighting. All of which makes it even



Look at all these Pokémon goodies! Sheer madness!

more difficult to wait until the end of the year, when the phenomenon is finally expected to hit UK shops. You're just going to have to stave off your Poké-mania

until then. (Unless you're really impatient, in which case you should probably check out the 'I want it now!' column just to the right of this boxout.)

I WANT IT NOW!

If you simply can't hang on until September to get your hands on Pokémon, what should you do? You go to an Importer! Here's a list of the ones that stock American copies of the game. (Don't bother with the Japanese versions: Pokémon relies heavily upon in-game text, so you're not going to be able to understand a thing!) You can expect to pay around £30 for a US import.

EXCITEMENT DIRECT

First Floor,
Sheffield House,
Alvenscot Road,
Cardston,
Oxon OX18 3XZ
Tel 01993 844885

PROJECT K

The Seedbed Centre,
Langston Road, Loughton,
Essex IG10 3TQ
Tel 0181 508 1328

CA GAMES

De Courcy's Arcade,
Cresswell Lane,
Hillhead,
Glasgow G12 8AA
Tel 0141 334 3901

THE CREATURE FEATURE

HITMONLEE

Hitmonlee is a rare Pokémon that relies on its speed and high attack strength to win the day. It's a specialist in Kung-Fu punch attacks, and develops these as its main skill as it gains experience. It's pretty useful against nearly all other Pokémon – a good all-rounder. It's also very fast, so it tends to get its attacks in first.

NIDORAN

Inhabiting the grassy plains north of Viridian City, the young Nidoran is at the earliest stage of its life-cycle. When angered, this feisty little fella pops up a row of nasty spines along its back and fires them at its opponent, causing progressive and poisonous damage. Nasty.



THE LEGEND OF ZELDA LINK'S AWAKENING DX

From: Nintendo Price: £25 Link-Up: No Colour: Yes Out: Now

The adventurer called Link returns. In one of the very best games ever.

Those who believe that the Game Boy caters only for tiny games that can't hold a candle to the household consoles' sprawling technological marvels had better think again.

In its own After Eight-sized way, *Link's Awakening* is a majestic slice of gaming – a *Zelda* creation that's more than capable of squaring up to its various relatives on the NES and SNES, as well as to most of the RPG/adventure games doing the rounds today. It's even, believe it or not, a

pretty darn accomplished companion piece to Shigeru Miyamoto's all-conquering masterpiece, the N64's *Ocarina Of Time*.

But first things first. This is, you may have noticed, the very same *Link's Awakening* that appeared on the Game Boy way back in 1993, although it's been spruced up with natty colour graphics and an all-new dungeon. "But I've already got it," you're probably saying. Not much of an incentive to shell out another 25 quid, you may be thinking, but you'd be wrong. Playing the game in sparkling colour adds a whole new dimension to the proceedings: it's more sharply defined, it's smoother-scrolling, and the brand-new dungeon, if a little on the brief and easy side, is a very welcome addition.

Another grinworthy extra is that the game is Game Boy Printer-compatible. At certain points in the action, a picture is taken, showing Link in some situation or other. These images can be saved in an on-cart album, ready to be printed

out using Nintendo's rather fabulous accessory. Cracking stuff.

But it's the game proper that matters – and that's as great as ever. Shiggy once again demonstrates his innate understanding of how to create a game that expertly draws the player in before rewarding him handsomely. Secrets and surprises abound: there are Secret Seashells to find, Bow-Wows to walk

All Right in Black & White?



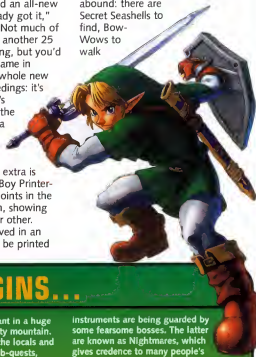
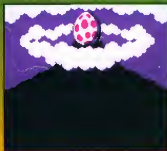
Absolutely, although the new dungeon puzzles are colour-based. By the way, the original B&W game is available quite cheaply.

AND SO THE STORY BEGINS...

Of course, like any RPG worth its salt (although the *Zelda* games are rather more action/adventure-based), *Link's Awakening* has a plot. Link, marooned on Koholint Island, must scour the land for eight Instruments with which to awaken the Wind Fish, a mythical

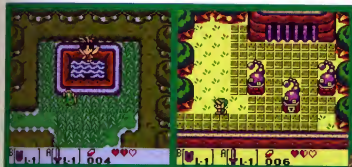
creature that's lying dormant in a huge egg at the summit of a lofty mountain. Initially, he has to talk to the locals and embark on a number of sub-quests, while the main thrust of the game calls for the infiltration of eight increasingly tricky dungeons, where the eight

Instruments are being guarded by some fearsome bosses. The latter are known as Nightmares, which gives credence to many people's belief that the game is actually a dream had by Link, and not a 'proper' adventure... Makes you think, eh?



OF ZELDA

Get through the first dungeon within 15 minutes of starting the game. It can be done, if you know exactly where to go...



△ Truly this is one of the greatest games ever made – a Game Boy creation that's a damn sight better than most 'proper' RPGs.

△ The colour version looks wonderful. And, needless to say, it plays as smoothly as liquid chocolate (something really smooth, anyway).

and objects to collect. And *Link's Awakening* is huge – the map is an absolutely sprawler. But so well-designed is the game that not once do you feel lost or want to resort to cheating – and you never switch the Game Boy off out of frustration. The difficulty curve is pitched so as to give a considerable challenge that you never feel is insurmountable.

Naturally, the game's emphasis is on exploration and discovery, and despite its primitive (for 1999) top-down graphics, Koholint Island is so wonderfully realised and crammed full of characters, events and things

to do that it really does feel like a living, breathing environment just waiting to be explored. *Link's Awakening* is a textbook example of how to create a believable world: it obeys its own laws, fashioning a fascinating place in which to play. Truly, and without exaggeration, this tiny square of metal and plastic is one of the greatest games you'll ever play. No joke.

So all we have left to say is this: gather your pennies, make a beeline for the shops and buy this game. Right now.

JES BICKHAM



IN-JOKER

Shigeru Miyamoto isn't one to let good characters slip out of view, and *Link's Awakening* contains lots of jocular references and sideways parallels to the other *Zelda* games – especially *Ocarina of Time* (though, technically speaking, *Ocarina of Time* takes many of *Awakening's* characters and creatures, rather than the other way round).

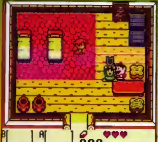
For example, Taron and Malon, of Lon Lon Ranch fame, are represented by the uncannily similar Tairin and Marlin (Marlin even sings a sweet melody to Link – sound familiar?). Monsters such as the Mobline, Keese and Tektites all return too. And, as part of a running in-joke (following Link's appearance in the SNES *Mario RPG*, and portraits of Mario, Princess Peach and Bowser in *Ocarina of Time*), there's a Yoshi Doll to be found. That Mr Miyamoto is a cheeky chappie...



LOADS O' STUFF

CORNUCOPIA

As with any *Zelda* game, there are plenty of objects to find and collect, ranging from helpful equipment to more oblique secrets. Those of you who've played *Ocarina of Time* on the N64, for instance (and if you haven't, why not?), will find that fiendishly hidden Secret Seashells have taken the place of the elusive Gold Skulltulas. And there is actually an *Ocarina* in the game, which is a nice link (no pun



intended) to Shiggy's N64 masterpiece. Elsewhere, you'll find all manner of dungeon-friendly gadgets to help you along. Link's redoubtable Hookshot, for example, makes a very welcome reappearance, as does the Power Bracelet (use this to move heavy objects), the Roc's Feather (to jump obstacles), the trusty bow and the Pegasus Boots, which enable you to run at incredible speeds.



So much to do, so much to see...

Link's Awakening is packed to its little plastic rafters with 'stuff'.

This masterpiece will last you even longer than most 'big' games.

You've got a Guardian Acorn!

VERDICT

What more can we say? It's a *Zelda* game, and a brilliant one at that. Timeless, it is – just timeless.

5

GEX



△ Intrepid reptile Gex can see off enemies such as this bog-standard platform fish by – get this – jumping on their heads. It'll never catch on, in our opinion.

△ In accordance with platform law, Gex can double-jump to get to the higher platforms.

△ Jump on the TVs and you can enter levels from the central 'The Media Dimension' area.

ENTER THE GECKO

All right in Black & White?

We've known better, but it's just about playable, despite the screen flickering at epileptic-fit-inducing levels.

From: Interplay Price: £25 Link-Up: No Colour: Yes Out: Now

TV-mad gecko makes his Game Boy debut. Expect dependable platforming rather than unfettered imagination.

Complete the Smellalizer level without losing a single paw print.



Whereas Mario is recognisable as our world-class bog mechanic whether he's jumping around on the Game Boy or the N64, this platformer sees PlayStation star Gex shedding his 3D skin and looking more like a crocodile than a gecko as a result. Live with the change of species and straightforward ledge-leaping on offer, however, and there's enjoyable if sparkle-free platforming to be had here.

Most impressively, it's big. The side-on platforming takes place over 20 large levels, each of which has a number of different missions and secret bits that reveal themselves as you progress. In a worthy

nod to full-size platformers like Mario 64, you access each world from a central area and can revisit the TV-themed stages to collect more remote controls, which open up other levels. All of which makes Gex a good deal less linear than your standard from-start-to-finish Game Boy platformer.

Unfortunately, the whole project is hampered by some gross violations of platforming laws. Gex has an irritating habit of breaking into a run after a few steps, which makes jumping less precise than it should be. And the 'leap of faith' (when you can't see where you're landing) rears its head with unforgivable regularity.

As crisp as the graphics are, there's also very little that hasn't been seen here before. But the different

missions stitch the whole thing together in quite an entertaining way, and, while not likely to trouble the Game Boy's back catalogue of quality platforming (just if which involves Mario), Gex offers some enjoyable jumping and collecting. At the very least, you'll see out several packs of Energizer before the end credits roll.

ROBIN ALWAY

VERDICT

Solid if unspectacular platforming buoyed up by its generously large levels and non-linear structure.

3

VISION ON

Your mission, should you choose to accept it, is one of these wince-provokingly-named levels...

Gex's 20 levels are accessed by jumping on large TV screens in 'The Media Dimension', a central area which mimics Mario 64's castle and paintings – only in 2D, obviously. Each level requires a certain number of remote controls before you can enter. You get hold of these by completing different missions on each stage. Before you enter a level (they're named with carpet-chewingly glib puns), you're given a list of missions. Select one and you get a visual clue that shows you where you need to head.

SMELLALIZER

Horror-film-themed stage with skulls to collect, bouncing pumpkin enemies and bottles of blood to smash open with a swipe of your stumpy green tail.



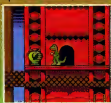
OUT OF FRISK

Avoid falling anvils and frigides (don't ask) while tail-whacking mushrooms and getting the better of a couple of nasty pilot-helmet-sporting hunters. As you do.



WAS THE TORQUE

A lack of enemies to beat up, but plenty of pagodas to leap across and gongs to sound. (The latter open up new sections.)



HAIRY AND COMFLEED

Industrial-style level with bouncy platforms. The walls are riveted, which makes them ideal for clambering fun.



LAVA DABBA DOO

An atrocious title for a difficult level. Navigate a lava-filled river, collect bones and lose lots of gecko lives.



CIRCUIT CENTRAL

This one's set inside a printed circuit board. Expect to be running along the decks of silicon ships, picking up diodes.



FOUR GAMES IN ONE

Test your skills with Tetris DX's four new modes of play...

MARATHON MODE

Marathon mode is Tetris in its most traditional form. It's a simple case of racking up as many lines as possible, and, when you lose, playing again to beat that score. The more lines you clear, the faster the shapes fall; so the better you do, the more difficult it gets. If you decide to start on a higher difficulty level, the blocks'll fall faster to begin with.



ULTRA MODE

Ultra mode gives you two minutes in which to clear as many lines as possible. Since you're under the pressure of a timer, you need to make all the shapes move down as fast as possible, which means you'll really have to keep your head and move fast, but not make any mistakes. Again, the major challenge is to beat your previous high scores.



40 LINES

Just as you'd expect, you need to clear 40 lines – and yes, you need to do so as quickly as possible because, once again, you're up against the timer. Now, however, the timer counts up rather than down – but you still have to get the required number faster than seems humanly possible. You feel as rushed as ever as you try to top your best scores.



VS MODE

Play against the computer, or against a friend via Link Cable. On your opponent's screen is a bar representing how you're doing: the better you do, the higher it goes. Similarly, the bar on your screen shows the success or otherwise of your opponent. If it reaches the top, you'll get lines added to your screen as a penalty. Frighted, but lots of fun.



TETRIS DX

From: Nintendo Price: £20 Link-Up: Yes Colour: Yes Out: Now



RIGHT!

There's a good way and a bad way to play Tetris DX. Obviously, you want to fit the falling blocks together perfectly and leave no gaps. The way to score big points, though, is to pull off a 'Tetris', which means clearing four blocks at once. This can only be done using the long block, as illustrated in the above screenshot.

WRONG!

Pictured here is a really rather badly placed collection of pieces. Note all the holes and gaps left by ill-placed pieces; you're going to find it dead hard to clear lines with a mess like this facing you. Also, you'll find that it's pretty much impossible to get a Tetris with too many gaps in the way, so you're really limiting your score.

It's a blast from the past, and now it's back in a riot of colour. The question is, does Tetris cut it by today's standards?

Tetris was the title that sent Game Boy sales into the stratosphere back in 1989. Now, ten years on, it gets a new lick of paint for the Game Boy Color. But can it be better than its green-and-black grandpappy?

For those who haven't played this geometric marvel, it's all about slotting together falling blocks of varying shapes, in order to create complete lines. Tetris DX is essentially the same old game, tweaked and with a few new features. However,

what's important is that it remains corkingly good fun. After some failed attempts to update Tetris in the past, this version remains utterly faithful to the original.

Beyond the original difficulty settings, there are also a few new modes of play to keep you stacking up those shapes. It makes great use of the new Game Boy's colour palette,

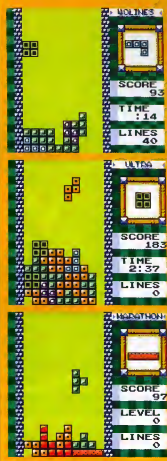
CHALLENGE!

Beat the 40-line mode in under two-and-a-half minutes and you're a Tetris Master.



Play like this and you won't last very long at all. But then, we've never been Tetris Masters. Sniff...

Underneath those pretty full-colour graphics, it's still Tetris – and that's a very good thing.



All Right in Black & White?

Tetris may lose a little of its visual impact in black and white, but it remains an utterly fantastic game.

and you'll be surprised how horribly addictive it is, even after all these years. No sooner have you put it down than you want to pick it up 'one more time' and go all out to beat your best score. Which makes it the perfect game for playing in a car or on the train (after all, that 'just one more go' quality is what the Game Boy is all about). It's a given that you'll find yourself playing Tetris DX for hours on end.

All in all, this is one tasty little classic that'll occupy you for years to come. Just like the last one...

ALEX BICKHAM

VERDICT

The Game Boy's past master is as good as you remember. The best incarnation of Tetris ever!

5

▷ All your favourite wrestlers – inside your Game Boy. Well, not all of them, as there's 20, but that should be enough variety to keep most fans happy.



△ WWF Attitude isn't quite a beat-'em-up, but it's got plenty of throws and holds so that's the nearest comparison we can make. Attitude is also one of the best Game Boy Color titles yet seen.



"My Dad's bigger than your Dad." "Is not..."

WWF ATTITUDE

●) From: Acclaim Price: £25 Link-Up: No Colour: Yes Out: May

All Right in Black & White?



Because WWF Attitude uses some of the Game Boy Color's technical enhancements. It won't run on a mono machine.

Don some tight pants, pull a silly face and start growling. Yes, it's wrestling'...

Wrestling, eh? Despite the over-the-top pantomime-like presentation, with its gurning cast of improbably large-of-bicep neanderthals throwing each other for millions of dollars a fight, it's damn good fun to watch. (In fact, the theatrical ludicrousness is probably precisely why it's such good fun to

watch.) And it's even better to play, as the mega-selling WWF/NOW Revenge and WCW Vs NOW World Tour on the N64 have proved.

Thankfully, this Game Boy version of the upcoming N64 WWF Attitude is almost as much fun to play as its bigger brothers. The graphics are clean and neat, if not awe-inspiring, the animation strangely endearing and the amount of available moves (which are accessed by combinations of A, B and D-Pad directions) simple to pull off, as well as large in number. In fact, WWF Attitude has actually turned out better than practically all of the other beat-'em-ups you can get for your Game Boy (with perhaps the exception of the ageing but still ace *Killer Instinct*).

You're obviously given a greater degree of freedom than in beat-'em-up too, seeing as you've got a large ring to run around in. And, indeed, jump from: in the best wrestling tradition, you can climb up on the ropes and launch yourself into the air. Wonderful stuff. Throw in plenty of different ways to play – including the completely ace Tag Team option – and WWF Attitude is top-hole grappling action in cutely miniature form. It's not rocket science, or high art, but it is good, clean, wholesome fun. Recommended.

JES BICKHAM

CHALLENGE



Beat all eight characters in the King of the Ring game.

BIG HAIRY MEN

They like Lycra. It's lovely and snug.

Rather splendidly, you can choose to 'be' any one of up to 20 real-life wrestlers, in all their utterly ridiculous glory. Most of the favourites are there: Stone Cold Steve Austin (we think that's what he's called); The Rock; Mankind; Kane; Goldust; and, best of all, the hairy old cumdugon who goes by the straightforward moniker

of Undertaker. Great stuff. And, even better, considering that the Game Boy is a ten-year-old 8-bit machine, the nicely animated characters even bear a passing (if crude) resemblance to their real-life counterparts. Even if, unfortunately, there's no Hulk (sorry, Hollywood) Hogan. But you can't have everything, eh?

CHALLENGE

CHOOSE WRESTLER

THE ROCK



CHALLENGE

CHOOSE WRESTLER

AUSTIN



VERDICT

WWF Attitude is simple, but finely honed, wrestling fun, and proves a perfect companion piece to its bigger, brasher N64 brothers. Nice!

4

PRACTISE, PRACTISE

It makes perfect...

Despite being squeezed into a teeny cartridge not much bigger than your average teabag, WWF Attitude is, rather pleasantly, replete with a comprehensive set of options. While there is, absurdly and unfortunately, no link-up option, there is a splendid training mode by some small way of recompense. Allowing you to tailor the opponent's AI to suit your needs – from None to Rumble (which, we imagine, is pretty hard) – it's the perfect playground in which to hone your pile-drivers and other such chicanery. It's also the best place to get used to Attitude's simple yet flexible (and kooky-looking) large range of moves. Very nice indeed.



SILKY MOVER

Special moves? That'll be a pretty tricky button combo, right? Um, wrong...

BUTTER FINGERS

Raiden produces a blob of butter – and all you have to do is press Forward and Down. You don't even need to bother with this particular Special: catch an opponent a couple of times with a high kick and you'll do him more than enough damage.



CAPTAIN HOOK

Shinnok knows how to pull. Using his handy harpoon, he drags poor old Quan Chi in to him, grabs him and then... well, nothing at all. The after-effects that made the N64's special stand out – especially the infamous bloodshed – don't even make it into this version.



There's nothing good about MK4. Using just the high kick, you can beat the game on the first two difficulty settings. Really good players will even be able to finish without any of their opponents getting a hit in on them!

▲ MK4 has eight playable characters, plus a boss. The Pulu character is unique to the Game Boy.

◀ There appear to be only three arenas: a forest, a temple thugy and a level that looks strangely like a hotel foyer.

See how quickly you can finish the game on Novice. We managed three minutes



MORTAL KOMBAT 4

From: Midway Price: £25 Link-Up: No Colour: Yes Out: Now

Kombat comes to the Game Boy! Blood, guts and mayhem? Sadly not...

All Right in Black & White?



Unfortunately, whichever collection of hues you play Mortal Kombat 4 in, it's stubbornly and depressingly rubbish.

Rare's conversion of *Killer Instinct* (think back to the fat Game Boys of old) proved that, if you put enough thought and time into a Game Boy beat-'em-up, you could come up with something which, if not brilliant, passed the time in a fun way.

Sadly, while shoehorning this diabolical N64 conversion into the confines of the Game Boy Color, Midway seemed to forget that it wouldn't have nine buttons to play with, or, more significantly, space in which to parade the same wealth of characters and extravagantly violent fatalities. Rare coped with this by spending most of its development time refining the actual contests – something which paid off handsomely

whenver you sat down to enjoy *KI*'s lightning-fast bouts of scrappage. MK4, on the other hand, has no violence, no characters, no dazzle and no pace. Which, when all's said and done, doesn't help its cause at all.

The central flaw, then, is that the game is just so incredibly slow. A simple three-round contest, for example, seems to last for several years, while the number of moves has been lopped so severely that even after you've become proficient at the game, you still find yourself using exactly the same high kick/leg sweep/high punch combination to take out your opponents. Almost as bad is the character animation, which leaves all eight fighters sporting an alarming 'scarecrow' look.

Saving grace? If we were being kind, we'd mention that it's got a Game Boy-specific character. But we refuse to be kind to a game you can complete in four-and-a-half minutes.

TIM WEAVER

FATALITY FLAWED

DENOUEMENT

You take the chance to finish your opponent. Are we about to see a top-notch, super-violent, body-ripping fatality? Er, no. Just a separate screen where...



HAZE

...two blurry blokes are fighting it out. Then one of them produces a set of skeleton hands. He stands still while the skeleton hands fly at the screen and...



So bad they're almost funny.

ANTI-CLIMAX

...Oh, that appears to be it. Believe it or not, this is about as exciting as MK4's fatalities get on the Game Boy. Which is unforgivable, we're sure you'll agree.



Shinnok looks all triumphant. Your Gran could beat him.

VERDICT

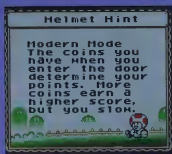
Often unplayably slow, Mortal Kombat 4 is a perfect example of a shockingly rushed conversion. Absolute crud, in every way.

1

The award for the most improved game goes to Vermin. You guard a clutch of six eggs which get more and more damaged as the nasties attack them. This adds a dash of decision-making as you can opt to pay more attention to badly broken eggs.



Every now and again, you're rewarded with some helpful hints. The more you play, the more of these playing tips you're given.



Of all the games, Donkey Kong is by far the most advanced - you can jump, climb ladders and hit switches. There are even 'levels' to play through in the 'Modern' mode, though these are very samey.

GAME & WATCH GALLERY 2

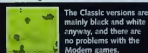


Collect three stars in the first hour to see the band play...

shapes and involved you moving left and right in an attempt to catch/avoid objects that fell from the heavens. And that was it.

From: Nintendo Price: £19.99 Link-Up: No Colour: Yes Out: Now

All right in Black & White?



The Classic versions are mainly black and white zany, and there are no problems with the Modern games.

LCD screens! Plinky sound! Repetitive gameplay! Game & Watch comes to the Game Boy...

Remember Game & Watch? If you're younger than 16, you probably don't. In the early '80s, long before the Game Boy, Nintendo brought out a series of simple games. They had pre-cut LCD

a selection of these games from yesterday to your Game Boy. As well as the 'Classic' games, which play exactly as the originals did, there are 'Modern' versions, which add glorious colour, slightly more sophisticated gameplay and various cute Nintendo characters - Mario, Princess Toadstool and Yoshi included.

As you get better at playing the games, you get awarded stars. These open up a 'Gallery' - behind each picture frame lurks a little surprise. The more stars you collect, the more surprises you have access to. Graphically, it's slick and snazzy, but gameplay-wise even the Modern games are still very basic and get tiresome quickly. Despite this, it has a certain compulsive appeal that keeps you coming back for more, just to see if you can get that extra star...

These games were fine for their day, but times have changed. Those who fondly remember them might be tempted to have a go if only for nostalgia's sake, but it all gets too dull too quickly. And it doesn't tell the time, either.

ADAM WARING

THE OLD AND THE NEW

Five games, each in 'Classic' and 'Modern' flavours...

PARACHUTE

The Classic game: Move left and right to save the falling parachutists. If you miss, they get gobbled up by sharks.



The Modern game: The parachutists sometimes land in a cannon, in which case they shoot back into the sky again.



HELMET

The Classic game: Move left and right, avoiding the tools that fall from the sky. When the door opens, dart through it.



The Modern game: A button appears on the floor. Stomp on it and coins appear; collect these for bonus points.



CHIEF

The Classic game: Move left and right, catching foodstuffs in your frying pan and tossing them up into the air again.



The Modern game: A 'rotate' feature enables Princess Toadstool to turn on the spot as she feeds the hungry Yoshi.



VERMIN

The Classic game: Move left and right and whack the moles on their fluffy little heads as they pop out from the ground.



The Modern game: Yoshi can also move up and down in order to guard his eggs, and vermin come from all sides.



DONKEY KONG

The Classic game: Move left and right, jumping to avoid the barrels, and climb ladders as you make your way towards Kong.



The Modern game: Watch out for disappearing platforms (and Yoshi, who pops out of barrels), plus distinct levels.



VERDICT

Fun for a while, but ultimately the games are too simplistic and samey to keep your attention for long.

3



◀ **Shark:** Conjures up the terror of watching *Jaws*, using bumpers labelled 'bait' and an ominous soundtrack that sounds a bit like that famous 'dum-dum-dum-dum' music. But not much.



◀ **Terror Dactyl:** Recreates the joy of dodgy monster movies by having a pterodactyl skeleton on the table, and declaring your ball extinct when you lose it. Ho hum...



◀ **Ancient Temple of the Aztecs:** Wants to be Indiana Jones. Ends up as that feature-length MacGyver that tried to be Indiana Jones but failed. Dismally. But with pinball.

HOLLYWOOD PINBALL

From: Take 2 Price: £20 Link-Up: No Colour: Yes Out: Now

The challenge with this introductory bit, of course, is to avoid mentioning deaf, dumb and blind kids. Doh!

Pinball, in many respects, is the ultimate video game. Yes, we know, it's not strictly-speaking a video game but bear with us. Pinball can be played by anyone. Even if you've never played a game before, you can stride up to a pinball machine and do quite well. All you have to do is hit the ball with the flippers and make it bounce off things. And then, once you reach the stage of knowing at exactly which point to jab the flippers to make the ball go in exactly the right direction, said sphere sails down the middle and out of play with no respect for your skills. Pinball, the great leveler.

But turn it into a video game and pinball loses some of its appeal. There's no metal ball, the laws of

gravity are only being simulated and you don't get that scary cracking noise when it grants you a free game. Rarely does the simulated experience come close to being as much fun as the real thing. And this isn't one of those times.

Hollywood Pinball tries its best to win you over, offering seven tables based on classic films (while keeping far enough away to avoid copyright infringement). *Jaws*, *Psycho*, *Raiders Of The Lost Ark* and *Bond* are among the movies, er, 'paid tribute to'. In video-pinball terms, this means that beneath the themed decorations it's pretty standard fare. And not very tasty fare at that: the ball spends a lot of time slamming around the bumpers at the top of the table while you're fruitlessly wiggling your flippers; the ball remains in play with considerably little effort on your part; and there's a distinct lack of the sub-games that most modern tables wouldn't be seen dead without.

All too often we found ourselves losing our balls on purpose – or just turning the thing off so we didn't have to play any more. The games can go on for ages and the action soon becomes repetitive, especially if, as we did quite by accident on the 'Double Agent' table, you keep racking up extra balls. Something's distinctly wrong with a game if the

arrival of an extra ball results in feelings of deep despair, yes? Sheer bloody-minded stubbornness might keep keeps you stabbing at the buttons for a while longer, but that's all. *Hollywood Pinball* has the lights and the camera, but it loses direction before it can get to the 'action' bit.

JIM McCAULEY



Galaxy Wars: It's like *Star Wars* and *Star Trek* had a hideous mutant pinball child.



Double Agent: Re-enacts the magic of every Bond film, with added bonuses.

Model Hell: A troubled killer with a dead mum in the cellar. No, that's *Psycho*.



All Right in Black & White?



It's tolerable. But we still question the wisdom of shoehorning the pinball experience into such a little playing window.

WEIRD, EH?

THE STRANGE 'TILT' FEATURE

Pinball machines are weighty beasts. They're very heavy indeed, so even if you jiggle them hard you'll make little difference to the path of the ball. So why on earth does every single pinball game feature a 'tilt' button which makes the table judder and sends the ball off in a totally different direction? We've yet to see anyone manage that in real life; the best we've witnessed is a bit of mild shaking when the ball manages to get stuck somewhere. But the 'tilt' earthquake manoeuvre? Never happens, mate.

The oddities of pinball, and what they entail.

WHAT'S THE SCORE?

What's the deal with scoring in pinball? Back in the days when video games had scores (a few still do, but they're in the minority nowadays), the scores were sensible. You'd be pleased with yourself if you clocked 100,000. Pinball, on the other hand, has always prided itself on doing out scores that you need to look at for a few seconds before you know what they are. If you've scored a million points, you're rubbish. We hit 29 million on our first go at *Hollywood Pinball*, and the only reason it wasn't more was that we got bored and tried another table.

Ancient Temple of the Aztecs: do five circuits (that's up one of the slide ramps, across the top and back down the other) on the trot.



VERDICT

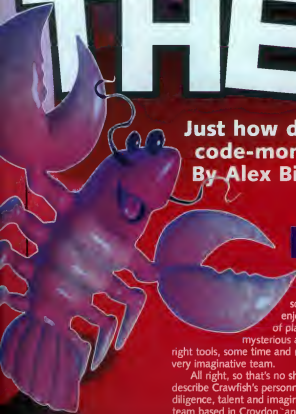
Pinball? On the Game Boy? A nice try, but we'd rather spend the cash on playing with a real pinball table.

2



THE GAME

Just how does a game get made? We visited Croydon code-monkeys **Crawfish** to bring you the answers...
By Alex Bickham and Adam Waring



There you are, playing *Link's Awakening* or *Warland 2*, and you get to wondering: how do they manage to squeeze something so scarily huge and gob-smackingly enjoyable into such a teeny-weeny piece of plastic and metal? Well, it's not quite as mysterious as you might expect. All it takes is the right tools, some time and money, and a diligent, talented and very imaginative team.

All right, so that's no short order. But it's exactly how you'd describe Crawfish's personnel if you met them – they exude diligence, talent and imagination. Crawfish is a development team based in Croydon, and it's currently working on some of

the most exciting titles we've ever seen for the Game Boy Color. The company was created in 1997 by Cameron Sheppard, an ex-programmer and therefore a man with an intimate working knowledge of what the business of writing games is all about. Including Cameron, the company consists of a mere six people, all with pedigree backgrounds in game design. Since they began working together as Crawfish in 1997, they've written *Bust-A-Move 2*, *Bust-A-Move 3* and *WWF Warzone*.

But despite these successes, Crawfish isn't resting on its laurels. The company is currently beaver away on Game Boy Color versions of *Bust-A-Move 4*, *Street Fighter Alpha*, *WWF Attitude*, *Maya The Bee* and – believe it or not – *Rainbow Six*. With these exciting titles in mind, we sat down and had a bit of a natter with Cameron Sheppard and Tim Bradstock (who's Crawfish's Production Manager). How, we wanted to know, is a best-selling game made?

BOYS

Paula: Where have you been? What's the first step in development?

Cam: Generally, a publisher comes to us with an idea, and we then sit down and come up with a fairly brief document which outlines our initial ideas. Basically, we look at what we've been given to work with – whether that's a licence or a conversion from an upper format – and work out how best to get it down into a Game Boy cartridge.

Tim: The real starting point is always that initial brief. If it's a conversion, we work out what we can fit in and what we can't and then we send the brief back to the publishers. They then get back to us with their thoughts, and if they're interested in our early designs, we begin work on a realistic schedule for the game's development.

PA: What's the next step, after you've

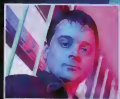
worked out what's going to be new/old?

Cam: Well, we get some initial artwork done, and maybe work on a demo program so we can play around with different ideas and effects. That way, we can see what works and what doesn't, and we're able to develop our schedule into monthly goals – or milestones, as we call them. After that, we begin coding.

PG: So it's the graphics that get worked on first? The actual look of the game and so on?

Cam: Yeah, we sort of want to get an artist on the case quickly, just to see what works and so on. Sometimes, though, there's a fair bit of programming that can go ahead even at this early stage.

Tim: Sometimes we use a bit of art from another game, just to shove something in there as we tackle the game itself. ▶



MANAGING DIRECTOR CAMERON CAMERON

Cam's a quiet sort of chap. But when you ask him to reflect on the success of the company, he's a different man. The success of the company, he says, is a testament to the hard work of the team. He's a man who's been in the industry since 1989, and he's been a part of some of the best games around. He's a man who's been a part of some of the best games around. He's a man who's been a part of some of the best games around.

He's a man who's been a part of some of the best games around. He's a man who's been a part of some of the best games around. He's a man who's been a part of some of the best games around. He's a man who's been a part of some of the best games around. He's a man who's been a part of some of the best games around. He's a man who's been a part of some of the best games around.



ASSOCIATE TESTER TIM COODE

Tim's job is to playtest the games throughout the development stage. Bit cushy, then? "Well, it's not just about playing games," he told us. "You're looking for bugs and problems, so it's not like playing the game as you would if you bought it in the shops. It's hard work." You can understand what he means: If he misses flaws in the games, then that reflects badly on both him and Crawford. "It is a good job," he told us, "but it's not as easy as it sounds."

Tim's been with Crawford for a whopping two weeks. So how did he get the job? "Well, I've got mum to thank, as she saw the advert in the paper. At the end of the day," he says, "there're lots worse jobs to do!" Can't argue with that...



GRAPHIC ARTIST

KEVIN MCMAHON
Kevin is Crawford's Graphic Artist, which means that he gets the job of drawing all the in-game graphics, such as characters and backgrounds. "I've been in the trade for five or six years," he told us. "I started as a freelance, then worked at Probe and Cyrox, then came to Crawford." It's not just a case of knocking out a few sprites, though: "You have to go headlong into creating an atmosphere through the graphics. And problems do creep up on you; something always drops out at the end of the process." You need a good eye for detail too, due to the pixel-based nature of the Game Boy screen. "If you have one pixel out of place, it can look really messy," he says, secure in the knowledge that he doesn't miss a trick!



Street Fighter Alpha will feature characters from the PlayStation version. The original Street Fighter never saw a Nintendo release, although it did surface on the Amiga.

Take Rainbow Six, for instance, which has some really complicated background screens. It's not worth an artist sitting down for a couple of weeks and drawing graphics, for us to then turn around and say, "Look, it's got to be this size rather than that size." So we work out some pretty rough basic stuff and say, "Does it work or not?", and if it does, that's when we get going with some proper artwork.

Cam:

After that, we work on it up to the beta stage, a month or two before it's due to be finished – which is the point when it goes through the initial play-testing. In general, though, we set ourselves milestones for every month, which is a nice amount of time that helps us keep to our schedule.

Crawfish may not have been around for long, but the combined histories of the staff means that it's got an awful lot of experience under its belt. We can't wait for Rainbow Six!



Tim:

As we hit each milestone, we sit down to assess what we've done, and to deal with any issues that arise. We also look at features that we're putting into the game, and we make sure they're all working correctly. If not, we make any changes we need to make.

PG: Do you have to keep showing the publisher how your work is progressing as you go along?

Tim:

Definitely, yes. It depends on the specific publisher, but generally they want to see our progress every month. That's another

reason to have monthly milestones.

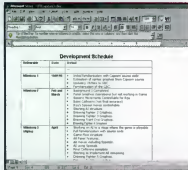
Cam:

... Plus, the publishers base our payments on the milestones.

Tim:

Yeah! When the publishers see our monthly progress, they then say, "We need this or that changed", so we alter it and show them the new version at a later date – and that's when we get paid. It's good for everyone, because we get to constantly assess whether anything's slipping, and the publisher gets to keep a monthly eye on the proceedings.

THE ASSEMBLY LINE The game-making process.



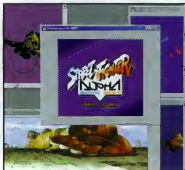
THE DESIGN BRIEF

Before programming begins on any game, every detail and feature is planned out in as much detail as possible. As the game is programmed, this brief will be altered, because not everything will work quite as planned – but the initial ideas are followed as closely as possible. The document details the 'milestones' (monthly goals) that the team is trying to achieve. After it's been drawn up, a copy is then sent to the game's publisher for inspection. When the publisher is happy with it, game design begins, and the programmers get on the case.

push hi	id
id e,\$40	1,PW_em_oni_flag
id hi,P1W+	id (hi),e
PW_pl_emny_flag	id hi,BSW+
id e,(hi)	PW_em_oni_flag
or a	id (hi),\$40
r z,nme2	pop hi
id	ret
1,PW_em_oni_flag	Oni_lbt_sci endproc
id (hi),e	
id hi,P2W+	
PW_pl_emny_flag	id a,(hi)
or a	nendo_calc public
r z,nme2	e is param
	can be negative

CODING

When the programmers get stuck in, they'll spend a few months writing the program code, which is essentially what makes the game tick. A program is nothing more than a list of instructions telling the CPU what to do. Each instruction is very basic: add some numbers, or store the result in a memory location, or jump to another line in the program if the result of the calculation is zero... The CPU can process many millions of these simple instructions every second. In this way, complex programs can be built up, eventually resulting in the finished game.



ARTWORK

After the programmer has begun his work, the graphic artist gets involved. The reason he doesn't get stuck in earlier is that the basic game engine needs to be written before you plug the graphics into it. All the backgrounds and the main characters get drawn up at this stage, using standard PC art packages. Game Boy graphics seem very simple compared to console or PC games, but it's actually quite a tricky matter to make them work in the game. There are, however, all sorts of tricks the artist can employ to make the graphics look good and work well.

Cam:

But to go back to the planning stage for a moment – that can be very intensive. With *Rainbow Six*, we sat down for literally *from* a month, just working on the schedule and the design.

Tim:

It's the first monthly milestone, we realise that quite a lot of stuff just doesn't work – we had to change it early on. It just goes to show that you can plan and plan and still not anticipate everything. The mid-milestones are funny: they never hit the date dead on. Sometimes they're late, sometimes early. Mostly I lie, though! You tend to keep adding stuff to the game all the way from one milestone to the next, and you find that all those little additions and tweaks catch you up, time-wise, at the start of the next milestone.

PG: What's next, then, when you're happy with what you've done?

Cam:

Well, we go through a big Q&A session with the publisher; this can go on for a few weeks. After that, they playtest the game. When they're happy with it, they approve it. The next step is that the game is sent to Nintendo, where it's tested again for bugs (that usually takes a week or two). If Nintendo passes it, that's it! It goes from Nintendo to the manufacturer, and from there to shipping.

PG: And is that a slow process?

Tim:

The turnaround – from our finishing the

game to when it's approved, passed and actually reaches the shops – is around six weeks. So once we've finished, it's a pretty swift process.

Cam:

Music and sound effects usually go in towards the end of the process, as they're that much simpler to do. Conversions are even better to do, because you can give the musician the original music and he just

“HALF THE TIME YOU FIND YOURSELF REWRITING A GAME AS YOU GO ALONG”

converts it for the Game Boy. That will generally be the last milestone – or the second-to-last one.

PG: Could you tell us a bit more about the programming of the game? What's actually involved?

Cam:

Well... it's hard to explain. It's all really just numbers and stuff! A lot of it's about building lots of small systems, through the language of computer code. Add all these small systems together, integrate them, and you've got yourself a game. A lot of low-level stuff can be nicked from existing games, however...

Tim:

Yes, sometimes you can tailor existing games systems to suit the new one, but that takes nearly as much time as writing

afresh, because you have to make it fit a brand-new situation.

Cam:

Of course, it's much easier with the Game Boy, as you've got really simple graphics and sound to work with. With a PC, for example, it's much more complex.

Tim:

And yet it's often quicker just to write a whole new game, that is, when you approach a game, you know exactly what you're doing – what you want to do.

Cam:

Every time you sit down to write new game code, it just ends up going better than the last time. It's weird. You write a game and you think, "I couldn't have done it any better." But you come back with a new project, and you can do it tons better! The creative process is good fun, actually...

Tim:

The thing with the Game Boy is, you've got so little space to work with that you find yourself really packing stuff in. Half the time you find yourself rewriting it anyway, as you go along! Near the end, it's always a case of chasing around those extra bytes of free space so as to make the best use of them.

Thanks, Crawford, for your time! The film is currently working on *Rainbow Six* and *Street Fighter Alpha* for the Game Boy Color. Check out *Bust-A-Move 4* and *Maya The Bee* in our reviews section!



SENIOR PRODUCER TIM BRADSTOCK

As Senior Producer, Tim Bradstock is involved with the basic design work for any games that Crawford develops. He oversees the products at every stage of their development, liaising with publishers as the milestones roll by. He also organises the teams and handles the bug reports from both the playtesters and the publishers. Busy, then? "All told, we have a pretty short turnaround with our games," he says. "Things get pretty hectic around here!"

With projects like *Rainbow Six*, the guys have plenty of challenges to be getting on with. "We're really, really excited about *Rainbow Six*. Everyone keeps telling us about what an ambitious project it is. We know 'cos we're writing it!" From the early shots of *Rainbow Six* that Tim showed us, we reckon he and the rest of Crawford have a right to be proud. It's looking mighty fine!

from drawing-board to circuit-board...



FROM PC TO CARTRIDGE

When the programmers are generally happy that the game's playable and relatively free of glitches, it's transferred to cartridge. It doesn't go straight onto your standard Game Boy cart, though: first of all, it goes onto a Flash-Cart, a sort of cartridge version of a blank tape that games can be loaded onto and removed from. Similarly, the game might go onto an EPROM (it stands for 'electrically programmable read-only memory'), which is like a big, fat version of a normal cartridge. From here, the game can actually be tested on a Game Boy.



PLAYTESTING

Here's where the playtester gets in on the action. It's his job to look for any bugs or glitches in the program before it's sent to the publisher for evaluation. These may be graphical problems, or difficulties with the game engine, or any part of the game itself. Next, once the game has been passed by the in-house testers, it's sent off to the publisher, which then gets its own team on the case. If the publisher's team is happy with the game, it gets sent to Nintendo for final testing. And if Nintendo is happy, the game is ready to go into manufacture.



THE FINISHED ARTICLE

So, it's gone off to be manufactured, it's been packaged, all the box artwork has been drawn up, and there's a price tag attached. All that remains is for the distributors to pass it to the retailers and the retailers to stick it on their shelves. And that's the finished product. From start to finish, the process takes six to seven months. This could be more or less, depending upon how smoothly it goes, but that's the average. Amazing, really, when you consider how much needs to be done – and how many hours of fun you can get out of one little cartridge!



◀ Your cat is your constant companion. You can carry it anywhere you want, but try not to leave it out all night or it'll get annoyed.



△ Chickens are the first animals you buy. They're low-maintenance, but eggs are no money-spinner.



△ As you get further into the game, your tool shed fills with all sorts of devices, not to mention bags and bags of seeds.

HARVEST

All Right In Black & White?



It isn't a game that relies on graphics, so B&W works just fine. You miss out on the changing-season effects, though.

●●●● From: Nintendo Price: £20 Link-Up: Yes Colour: Yes Out: Now

Farming the organic way. It's a pure, simple, genetically unmodified RPG.

Some of the odder concepts scattered throughout gaming history have proved to have a real winning personality – *Silicon Valley*, *A Boy And His Blob* and *Paradroid*, to name but three. Many others are classified as curiosities and filed away in retro collections with the likes of *Little Computer People* and *Deux Ex Machina*. Fortunately, *Harvest Moon* falls into the former category.

Starting the game as a young boy or girl with an inherited ranch that's in an awful state of repair, your purpose in life is to please the harvest god by working your little woolen socks off and turning the place into a profitable enterprise. You have to chop tree stumps, break rocks, till the land and plant as many lucrative cash crops as you can possibly maintain. Then, as your bank account begins to swell, you'll be able to buy yourself simple machinery to make life a little easier, as well as a few chickens and cows to take care of.

It's beautifully done – a slightly simpler version of the excellent SNES version. Though quite heavy going to

begin with (you have to water and harvest each individual square of planted land), once you've settled into a regular daily routine and purchased a few creature comforts, such as an extension or two for your house, you'll be utterly absorbed by this miniature farming world inside your Game Boy.

Owning cows is a particularly rewarding experience. You get to name each one of them, and, since they're such sensitive animals, you have to brush them every day to build up their self-esteem. A well-kept cow will blow snot bubbles out of its nose to let you know just how much it loves you, and it'll deliver a

▽ Use your telly to check the weather reports. Not that you actually need to, of course, since you can just look out of your front door.

HOW TO GET AHEAD IN ARABLE FARMING...

CLEAR THE LAND

The ranch is in a thoroughly sorry old state when you first take over. The land is in no condition to farm, being covered with weed, rocks and old tree stumps. You need to remove all the debris by chopping, bashing and generally getting very sweaty indeed. The rewards will come later.

TILL THE EARTH

Once you've cleared enough land, you have to prepare it to receive seeds. The hoe is your tool of choice, and it's important to make sure you'll be able to water each square. Till in V-shaped areas, with access all round. If you make a mistake, drop a rock on the offending square.



LOVE YOUR PLANTS

Treat your plants as the valuable resource they are, and don't miss a single day's watering. Rainy days will spare you the chore of manual watering, but 'til you get a sprinkler you'll have to water each square individually. Different crops mature at different rates, so stay alert.

REAP THE BOUNTY

When your crops are ready, take them one by one to the shipping box. Early on, it's best if you plant as close to the box as possible. Once you get the saddiebags for your horse, you can expand your farming empire and plant further afield. Watch the money roll in.



Tomorrow will be a fine day.



△ If you can't remember which item you assigned to the A button, you can have an icon at the bottom of the screen as a reminder.

△ The animal shop buys and sells livestock, believe it or not.

△ The watering can has to be filled regularly if you've got lots of crops.

MOON

gigantic churn of milk each morning. You can even make them pregnant using a mysterious 'M-potion': after a while, they'll produce a cute little calf for you to nurture to maturity. You can trade cows via a Link Cable, although you probably won't want to part with one you've been caring for since it was a nipper.

True success requires quite a bit of effort, as you deal with taciturn Harvest Sprites in order to get bonus items to help with the growth of the ranch. The Sprites are a truly irritating bunch of gnomes, and it's hard to resist the temptation to give them a quick thump with a mallet from time to time. *Harvest Moon* certainly teaches you the virtue of patience.

Of course, it isn't all work and no play. From time to time, you'll be

invited to take a break for a party or picnic with the local townsfolk. Or you can always visit the shops, the juice bar or the church for a spot of (limited) conversation. Fine as far as it goes, but the gameplay is all concentrated in the farming side of things. The more land you cultivate, the more hidden items you'll discover and the more you'll please the all-important harvest god when he returns to evaluate your progress at the end of the first year. There are plenty of hidden extras to discover too – depending on what happens after various preset events.

Outstanding stuff, then. If it grabs you like it grabbed us, you can look forward to a snazzy N64 version coming out this autumn.

MARTIN KITTS



Finish the first year with four fully mature cows.

VERDICT

Off-beat, brilliantly original, time-consuming and absorbing. In its own way, it's up there with the likes of *Zelda*.

5

HELPING HANDS

You're not alone...

SPRITES

If you trust them, you can allow the Harvest Sprites to take care of your farm while your Game Boy is switched off. They can only help once every 24 hours, though, and the effectiveness of their caretaking depends on how often you feed them mushrooms. There are three Sprites and only two mushrooms per day, so if you decide to feed a particular one you've got to persist until something good happens. The mushrooms sell for \$100 each, if you prefer not to use the Sprites.



SWEAT AND TEARS

TOOL SHOP

The tool shop in the town has a wide variety of handy gadgets that enable you to save time and make more money. As you progress through the game, the shelves are filled with sprinklers, saddlebags and cheese-makers.

SLEEP

If you work your farmer too hard, he'll collapse through sheer exhaustion. Eating food can help, but the best way to recover is to call it a day and retire to bed to recharge your batteries. An early night means you can start the next day full of energy.

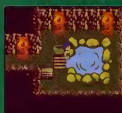
Work doesn't always have to be painful, you know.

SPRING

Under the tool shed, in the Harvest Sprites' cave, you'll find a revitalising spring. A dip in its healing waters is completely free of charge, and you can visit the spring as many times as you like for that instant energy boost. If only real life were like this...

HORSE

The horse is the best piece of farming equipment there is. You don't have to feed it (we don't know why, but we're not complaining), and you can equip it with saddlebags so you don't have to keep ferrying your produce to the shipping bin.



△ The flower shop is where you buy all your seeds. Different types are available each season, depending on certain variables.

When it rains, you don't have to water the crops. Doesn't happen all that often.



NOTHING OUTLASTS ENERGIZER* BATTERIES

* (ENERGIZER AA ADVANCED FORMULA) ** INDEPENDENT STUDIES SHOW NO BATTERY CAN OUTLAST AA SIZE ENERGIZER ADVANCED FORMULA BASED ON AVERAGE OF IEC & CONTINUOUS HIGH RATE TESTS. GAME BOY IS A REGISTERED TRADEMARK OF NINTENDO CO. LTD. COPYRIGHT NINTENDO CO. LTD. 1999.

Energizer
Advanced Formula



▶ Hit another object, like an enemy car or something on the side of the track, and you'll end up the wrong way up.

▶ Controlling the car is dead easy – simply hold down A to accelerate, then use the D-Pad to move your car. Simple!



▽ Different backgrounds reflect the different countries you're driving through. Italy, for example, boasts leaning towers and crumbling monuments. Doesn't it look pretty? We think so too, but don't let that put you off the task in hand – coming first.



V-RALLY CHAMPIONSHIP EDITION

From: Infogrames Price: £25 Link-Up: No Colour: Yes Out: Now

Take your Game Boy for a spin. On- or off-road, we don't mind.

If you want a platform game to while away those hours Game Boy-style, you're not short of options. Puzzlers, too, are exceptionally well-represented in the Game Boy back catalogue. However, when it comes to driving games, there's not much out there to occupy you on those boring train journeys. So cue V-Rally Championship Edition – one of the best pocket racers you can buy...

It's packed full of options. For starters, there are two modes of play. First up is Arcade, where you have to drive around the tracks in any order that takes your fancy, winning some more time whenever you pass through a checkpoint. The other mode is Championship mode, in which you have to race around the course and reach the finish line before your Game Boy-competitor.



Can you beat 2 mine 50 secs on the first Italian course?

opponents do. There are four different real cars to drive, too, and more tracks than you'll ever have seen in a Game Boy driving game – each with different terrains that affect the way your car handles on the road.

To begin with, you might get the feeling that it's the track that's moving, rather than the car. But once this thought has been dispelled from your mind, you'll realise that V-Rally is more fun than any other Game Boy racer. With four cars and bagloads of tracks to master, you'll be playing it for a very long time to come.

DAVE PERRETT

All Right in Black & White?



No, it isn't. However, there is an identical B&W version that'll work nicely on your mono Game Boy. Go for that instead.

Don't fret if you're on your back. You'll soon turn over.



Follow the arrows to find out which way to go.



DRIVE MY CAR

LEARNER DRIVER

The Peugeot 306 Maxi is by far the best all-round car – it's perfect for beginners and experienced drivers alike thanks to its fine mixture of high speed and solidly restoring road-handling. We rather like it.



SPEED DEMON

The Subaru Impreza goes like the proverbial bullet from the equally proverbial gun. However, it'll take you a while to reach that truly excellent top speed. Oh, and it handles like a bit of a proverbial dog too.



BOY RACER

The boy racer's favourite, this one – the Ford Escort. It's good from a standing start, and not bad thereafter either. Don't forget to pack your funny dice and oversized set of speakers with this one: they're a must.



SUNDAY DRIVER

The Mitsubishi Lancer is an average car. It won't perform badly in any department, but nor will it perform especially well either. Possibly one for beginners, but once you get better, move onto a bigger and faster car.



You can drive any one of four cars in V-Rally. Which really is nice.

VERDICT

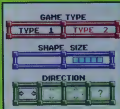
Challenging, stacked to the brim with options and rather good-looking. Who could ask for more?

4

DULL? HOW DULL?

TOOL SHOP

At the beginning, you get to choose the size of the square that you want to see vanish. Obviously, the smaller it is, the less difficulty you're going to have building up the blocks to that size – and therefore the more points you'll rack up. If you don't fall asleep first, that is.



SLEEP

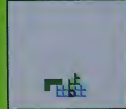
Okay. We have chosen. The blocks are going to come at our stack from all places horizontal. So the block will either come from the left and head right, or vice versa. Gee, this is fun. What you have to do is rotate the thing in the middle, and make squares to score points.



Want to see how pointless this game is? You've come to the right place.

SPRING

Recognise these shapes? Of course you do – they're very like the blocks in Tetris. However, don't get the two games confused in any way whatsoever. The older game is a masterpiece and will provide you with hours of fun. Klustar is simply dull, dull, dull. And dull.



MORSE

If you fail to catch one of your shapes, it'll loiter idly by the side of the grid. And it'll stay there for ages, just to really irritate you when you want to rotate your stack in that particular area. Are you sufficiently annoyed and/or bored yet? Good. Klustar really is that bad.



KLUSTAR

From: Infogrames Price: £20 Link-Up: Yes Colour: Yes Out: Now

Here's a puzzle for you: what earthly purpose does this mind-numbingly tedious game serve?

As you already know by now, if you're after a puzzle game there's only one you really need, and that's Tetris. However, there comes a time in every Game Boy owner's life when he feels an urge to seek out alternative puzzlers, if only to recharge his internal Tetris batteries and thus make himself hungry once more for matching up those little blocks. Klustar tries to be that alternative – that break from the routine. It fails. Miserably.

The idea behind this game is a very simple one. All you have to do is match up the blocks to make a complete square (the dimensions of which you choose before you start

playing). When you manage to complete a square's worth of blocks, said square will disappear. The Tetris-shaped blocks arrive horizontally, vertically or from all angles (again, you specify the direction yourself). It's your job to rotate the main 'Klustar' in the centre of the screen until the blocks fit together and, bit by bit, the square is built up. If you miss a block, it'll sit at the side of the screen and become a bit of a nuisance, mainly because it'll hinder your chances of rotating the Klustar. It's all a touch confusing at first, but once you play a couple of rounds it'll suddenly become as clear as watching paint dry through a newly cleaned window. If only it were half as much fun...

The game's designers have tried hard to come up with a twist on the old Tetris shapes. But it doesn't come close to challenging you (let alone captivating you) in the same way. You'll play a couple of rounds, just to get the hang of how things work, and then you'll never play it again. It really is that dull. There are plenty of better puzzlers out there. There are also plenty of over-the-counter drugs that'll send you gently off to sleep, so there's no point using Klustar as an alternative to Nitol. Which means it's completely pointless. Avoid.

DAVE PERRETT

All Right In Black & White?



Well, it works in black and white. But it's not 'all right', it's not 'all right' by us at all. Don't even bother having a go at it.



Quick! The European Vinyl-Emulsion-Drying Championships are on telly! Tune in now: it really will be more fun than this game.

000250



04 COUNT

If you were to look up the word 'frustrating' in Roget's famous thesaurus, you'd find the word 'Klustar' listed in the same column. One is a synonym of the other. They go hand in hand.

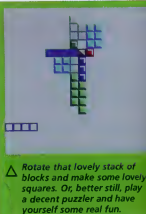
000350



05 COUNT

It's a shame, really, because Tetris is so good and this is so very poor. Did we mention that Klustar is dull and frustrating? Thought so...

Can you perfect the normal skill level without crying?

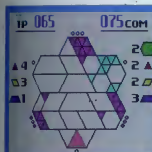


Rotate that lovely stack of blocks and make some lovely squares. Or, better still, play a decent puzzler and have yourself some real fun.

VERDICT

Dull and unnecessary. We have Tetris – the best puzzler ever – so what is the point of Klustar? There is none.

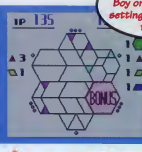




As the old saying goes, it's dead easy to get into, but very hard to master. Want to be a Hexcite master? It'll take lots of practice.



It hardly looks the part, but if you feel the need you can change the colours of the hexagons. Our favourite is the lovely floral-inspired design. It makes us weak at the knees.



Can you beat the Game Boy on the hardest setting? We're having trouble.



If you do well in some of the earlier rounds, you'll get extra shapes in later rounds. These can prove invaluable.

HEXCITE

From: Ubi Soft Price: £20 Link-Up: Yes Colour: Yes Out: Now

WHAT'S GOING ON?

GET READY TO RUMBLE

First choose how you want to play. Taking on either the Game Boy or a friend, you can choose how many different rounds you want to play (so that it's fair and to ensure that the best person wins). You can also change other features such as colour at grid or style of game.



RACK UP THOSE POINTS

Now it's the other player's turn to move. Remember: if you fill in one of the outside hexagons, you'll get a bonus, so make sure you don't leave the path clear for the other player to get loads of points. Position your shapes very carefully.



It can be difficult to understand at first, so here's a brief guide to the game...

OFF YOU GO

Player One always goes first, so all you have to do is choose a shape from the left-hand side, then choose a decent place to put it. You'll have to place the first shape somewhere on the centre hexagon - it's the law. You'll be awarded points depending on where you put each shape.



WIN THE ROUND

Now all the shapes have been used up, or there's no room for some of the big shapes, the round is over. The winner is the player with the most points. If you have any shapes left over at the end of the round, you'll have points deducted. So go steady!



It's another game with a simple notion. Time to get Hexcited.

Now here's a simple idea that works. You have seven joined-together hexagons, as well as a set number of different shapes. You and your opponent, the Game Boy or a willing friend, take it in turns to place those different shapes onto the hexagons, until both players' shapes have disappeared or until one of you can't get any further. Every time you place a shape, you're given some points (dependent on where it is on the mosaic). You'll also get a tasty bonus for completing any one of the six external hexagons. The one with the most points at the end of the game wins. Simple? Yes bet. Addictive? Oddly enough, yes.

The best thing about Hexcite is that it's like noughts and crosses, but without the predictability. Just when you think you know what move your opponent is going to make, you have to alter your plans because he's put his shape in an unexpected place. Beneath the simplicity is a whole range of tactics and styles of play.

It's not all sunshine on a rainy day, though: the game suffers from two significant problems. Firstly, there are times when, for some reason, you can't place a shape where you want to go - it'll fit perfectly, and yet you won't be allowed to put it there. You're left with an excess of shapes that you just shouldn't have. Another annoyance is that the Game Boy can take ages to make a move - we're talking a minute or two. That may not seem a long time, but shouldn't you be the one calling the shots? You certainly shouldn't have to sit around for minutes at a time while your machine's insides churn away.

However, although it doesn't look anything special, and although the music is pretty annoying, once you've played Hexcite a couple of times you might just find yourself having trouble putting it down.

DAVE PERRETT

VERDICT

A refreshing albeit very simple alternative to all the other puzzlers out there. Flawed but fun.

4



Things tend to start off rather capricious. You need gumption to go on and grab the initiative.



You have to decide which tactics you're going to use from an early stage in the game.

▽ As the song goes... Up! And down! This game has many more downs than ups, though.



△ At certain stages in the game, you're given passwords. Remember them: they come in handy later on.



△ Getting onto one of these slow-moving lifts is as fast as this game gets.



▽ Along the way, you'll come across some rather peculiar folk. Those carrying bows and arrows are especially unpleasant because they can kill you from some way away.



△ Some platforms will carry you in a particular direction. Be careful that you don't end up in a pit of fire because of the way the platform's moving.



△ This is as good as it gets. You wouldn't believe the relief you feel when you see this rather scary-looking screen. (We're really scared. Are you?)

VERDICT

About as rough and basic as bad platform games get. Bland and repetitive. Rubbish. Don't buy it.



MONTEZUMA'S RETURN

From: Take 2 Interactive Price: £20 Link-Up: No Colour: Yes Out: Now

Montezuma's back. But where was he the first time around? Beats us.

Don't be fooled. No matter what the box artwork may look like, this game has nothing to do with Indiana Jones – or anything that even comes close to that whip-cracking hero. Although you play a character that looks very like Indy himself, and although the game is set in a classic Indy kind of environment, it's nowhere near as much fun.

Montezuma the character first saw the light of day in 1983 on the Atari 5200, and he hasn't changed much since then. The action is still just as basic and primitive as it always was: you have to climb up and down ladders, in and out of different rooms, collect the odd piece of equipment and generally avoid all the baddies that you come across. Trouble is, almost every room looks the same as the last – brown and full of ladders, or else snakes. It's also one of those games which (if you fall from a not-especially vertiginous height that happens to be one pixel too high) will kill your little man sooner than look at

him, thus forcing you to endure the same tortures all over again.

Sixteen years ago, this would have been at the cutting edge of gaming. Now, however, it looks like 16-year-old fluorescent socks, and you wouldn't be seen dead wearing a pair of them, would you?

Frustrating at the best of times, simply boring and too basic at others, Monty *might* possibly be of use in the treatment of insomnia. Otherwise, he's a waste of pixels.

DAVE PERRETT



Can you find more than 46 rooms in 15 minutes?

which (if you fall from a not-especially vertiginous height that happens to be one pixel too high) will kill your little man sooner than look at

All Right in Black & White?



Have a glance at our verdict (it's just to the right of this box). With or without colour – it hardly matters, does it?

UP AND DOWN

Here's a necessarily brief guide to the delights that Montezuma's Return can show you (don't hold your breath).

MONTY

You need a hero and this little fellow is he. Fall from a reasonable height or so much as touch an enemy and he'll die without hesitation.



A LADDER

Looks painfully dull, doesn't it? Sadly, these things pepper every single level – you can't even dismount from the blighters in mid-climb.



SNAKE

These attractive fellows either stand still or move at a very sharp pace. Be prepared to time that jump to perfection. The alternative is death.



SKULL

For some odd reason, these roll about the place, and they'll kill you if you touch them. Where they came from is anybody's guess. Any idea?



KEY

Pick up one of these little babies (they vary in colour and style) and open one of the 'doors' that are dotted about the place. If you like.



JEWEL

Collect one of these oversized gems and you'll bag a bagful of points. (This is absolutely thrilling stuff, isn't it? No? You're right...)



DAGGER

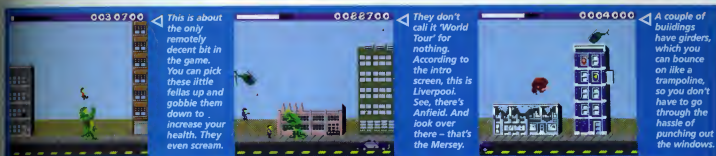
This acts as an extra life. Touch an enemy when you've got one of these in your possession and you won't die, just lose your dagger.



ROPE

Just the same as a ladder, really, in that you can travel up and down it. The only difference (a useful one) is that you can get on or off in mid-climb.





RAMPAGE WORLD TOUR



From: Midway Price: £25 Link-Up: No Colour: Yes Out: Now

A candidate for 'Worst Game Boy Color Game Ever'? Believe it.

Games, like people, have different personalities. Some of them are entirely good and noble, like Tetris or Mother Teresa. Some are generally okay, but might have an unsavoury side bubbling under the surface, like Game & Watch Gallery or Gary Lineker. And

others are irredeemable, consisting of nothing but pure evil. Adolf Hitler, for example. Or Rampage World Tour.

This is a horrible little game, and not just because it's one of the ugliest ever to soil a Game Boy. It becomes repetitive about half a minute into the first level, and by the time you get to the awful bonus flying section, you'll be thinking of a good place to bury the cart - somewhere the dog won't dig it up and return it to you.

There's nothing to do except make your monster climb a building,

punch it a few times then watch it fall down. Annoying helicopters buzz around the place shooting at you, and when you manage to knock one out of the sky, it's instantly replaced by a fresh one. You smash a couple of skyscrapers and move on to the next bit of screen, only to be confronted with an identical scene to the one you just left. There are something like 100 levels of this rubbish. It's an epic work of tedium. Buy it and you'll be sorry (as well as £25 poorer).

MARTIN KITTS

All Right in Black & White?



It's fractionally less clear, perhaps, but that's not an important distinction. Rampage is useless in colour too.

VERDICT

Unlike a number of other retro classics, Rampage hasn't aged at all well. One of the dullest arcade conversions ever.



CREATURES

Rampaging tedium.

MONSTERS

Depending on whether you like your boredom medium-rare or well-done, you can pick one of three different characters. Except they aren't really different at all. They boast the same moves, the same attributes, just about the same everything. George is brown, Ralph is blue and Lizzie is green. That's entertainment.

GIRL POWERLESS

The girl, such as it is, is related by this excitable young wench. She tops up your score at the end of each level, and talks to someone on the phone. Who? Why? Dunno. She's probably responsible for the witty captions that are used to introduce each level, such as 'Be sure to sample the local flavour'. How we chuckled.

SELECT MONSTER



LIZZY
0026300
+ 8 同 32
1 11



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SAY CHEESE!



It isn't just a toy,
you know. David
Bailey started out
with one. Oh okay,
it's just a toy.
By Martin Kitts



SECRETS

Aside from the fact that it's the finest portable humiliation kit in video-game history, there are stacks of secret bonuses to be found in every Game Boy Camera, including hidden pictures to fill up all those empty spaces in the B Album. You're bound to have stumbled across quite a few of them already, possibly without realising it. Try messing around with every different option available from the main screen (push Select to open an extra menu). Here's how to access the best of the hidden stuff...

HIDDEN B ALBUM PICTURES

MARIO

Get first place in the Run Run game.



WARIO

Use all the different sounds in the DJ mode.



LITTLE WARIO

Beat your face in Space Fever first time.

PLUS...

Try achieving these targets:

Can you print 20 pictures?
Can you transfer those 20 pictures using a Link Cable?
Can you get a Super score on a game, such as...
10,000 on Space Fever;
500, 750 or 1,000 on Ball;
under 17 seconds on Run Run?

They're tough challenges, but well worth the effort...

THE CAMERA

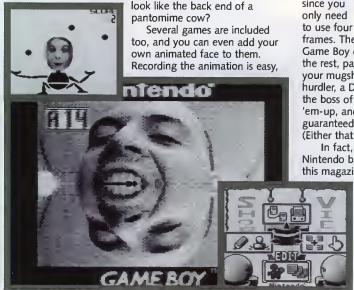
So why would you want to turn your Game Boy into a camera when you could be finding the secret dungeon in *Zelda*, or racking up a monster score in *Tetris*? Simple: it's shockingly good fun. Childish, yes, but the most fun you'll ever have with a handheld games system and a pretty face.

Point the camera at something. Anything from your cat to an interesting thing you found crawling out of the toilet one morning. Push a button and it's immortalised inside the built-in memory of this oversized-cart-with-eyeball-on-top. Then you can use a set of simple paint tools to mutilate and deform your picture until it's something unrecognisable. You can add eyes, noses, ears, zippers, bolts and even pictures of Pokémon. You can write messages, make speech bubbles, or let your imagination run wild with the freehand pencil tool.

The possibilities for mate-mutilation are endless. And what potential partner could fail to be impressed by a personalised digital Valentine card featuring his or her face "doctored" to

look like the back end of a pantomime cow?

Several games are included too, and you can even add your own animated face to them. Recording the animation is easy,



since you only need to use four frames. The Game Boy does the rest, pasting your mugshot onto a hurdler, a DJ, a juggler or the boss of a simple shoot-'em-up, and the results are guaranteed to get a laugh. (Either that or committal to a psychiatric institution).

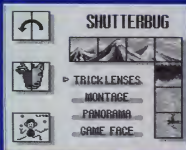
In fact, there are so many little touches of typical Nintendo brilliance that we could probably have filled half of this magazine with a guide to everything you'll find tucked away in the Game Boy Camera. How about the Beatmania-style DJ mode? Or the trick lenses? Or the panorama pictures? Or the Link Cable picture transfers, the hidden hotspots, the self-timer, the movie mode and the way the camera can see infra-red light if you use a TV remote control to light up a dark room? Just experiment with it and you'll find that there's a lot more to it than meets the eye – almost as much, in fact, as you'll find in the very best games.

Plug the funny-looking oversized cart into your Game Boy and hey presto: you've got a camera!

SAY CHEESE! Mutilate your family, embarrass your friends, display your genius to the world...

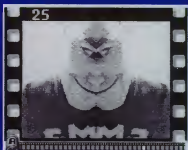
OPT IN

There are loads of options to choose from before you start taking pictures. You can split the screen to make a photo montage, join several screens together for a panorama effect, or simply link a sequence of pictures to create an animation.



SPECIAL LENSES

Want to see some clever, if faintly disturbing, effects? For starters, have a look at the fab trick-lens options. You can split the picture horizontally or vertically, producing some very unusual images. Tiling the Game Boy gives you the perspective effect you see here.



SELECT A VICTIM

Of course, it's the snap-then-mutilate function that'll be of the greatest interest at first. Finding a willing or unwilling victim is essential, as you really don't want to stick comedy ears on your own face, do you? Or do you? Each to his own...



THE PRINTER

The Camera stores a maximum of 30 pictures. Enough to be getting on with, but there'll come a time when you try to save a real beauty of a creation, only to be confronted with an 'out of space' message. The only way to make sure that you never have to lose any of your favourites is to print them out before deleting them.

The Game Boy Printer enables you to do just that, using a tiny roll of thermal paper. The results aren't as clear as the original pictures were on the Game Boy screen, but you can print as many of them as you like. And they're self-adhesive, so you can stick the most embarrassing shots of your friends anywhere and everywhere.

It's a great peripheral, but the downside is that it isn't cheap to run. It takes six AA batteries, although a good set of alkaline ones will keep you going for ages. And you need to keep it stocked up with Nintendo's own brand of special paper. You can get around 110 standard prints from a single roll, or less if you print panorama pictures or use the larger Wild frames.

The Printer isn't really an essential accessory for the Camera, but without it you're going to be forced to lose some of your pictures. One of the best uses we've found for it is printing pictures to stick on letters to people. Nothing shows them how much you care more than an envelope sealed with a picture of your backside, a pair of eyes and a comedy moustache pasted thereon. It's really touching, and it'll brighten up the postman's day as well. They're also great for adding a light-hearted touch to your CV...

QUICK DRAW

Once you've captured an image you want to delete, press 'Start' and the options menu will pop up. You can place preset images on the screen – or draw over the picture, which is much trickier but more satisfying.



STAMP IT OUT

There are more than enough stamps built in to the cartridge to enable you to make loads of different variations on the same theme. Place a few stamps in key positions, then draw the fine detail with the freehand pen.



FRAME-UP

Result! Once you're happy with your picture, give it a nice frame and print it out on the Game Boy Printer. You can also donate the picture to a friend's Game Boy using the Link Cable. It'll always bear your name.



TRIED THESE YET?

RUN RUN RUN

Play all the way through the Space Fever game, killing the final boss (that's your face). Next time you play, you'll be able to select the Run Run Run game just by shooting the question-mark ship.

ANIMATION SPEED

Press the D-pad up or down to change the speed of the dancing Mario or the horrible infinite vomiting-face thing. Also works during the credits.

WILD FRAMES

Select View from the main menu. Go to the print menu, then press 'Select' to access the Wild Frames (bigger backgrounds for your prints).

PRINTER MESSAGE

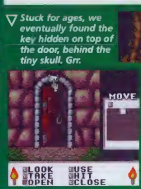
Hold down the Feed button while you switch on the printer. Hello there!

PRINT THE SONG SETTINGS

Enter Di mode, then press 'Select' to go to the Sound 1 screen. Hold Start then press 'A' to print the current song settings.

REVERSE STAMPS

Hold 'A' while placing your stamp and the image will be reversed, doubling the number of stamps available.



SHADOWGATE CLASSIC

From: Kemco Price: £20 Link-Up: No Colour: Yes Out: Now

A popular NES RPG comes to the Game Boy. It's one of the most unfair games you'll ever play.

All Right in Black & White?



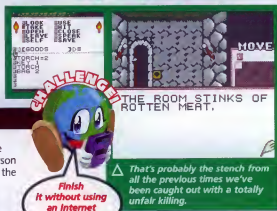
Colour adds a lot of visual atmosphere to the game's graphics, but it plays exactly the same in monochrome.

The Shadowgate series has an extremely large following, with fan sites on the Internet and two eagerly awaited sequels due on the N64 later this year. If you're new to these games, though, Shadowgate Classic probably isn't the best place to start.

Why? Because it's unforgivingly difficult, that's why. Fair enough – it wouldn't be much fun if you could breeze through it in a couple of days, but a different instant-death situation in almost every room is taking things

a little too far. The game is a first-person RPG adventure in the style of Dungeon Master on the old 16-bit computers. You have to explore the depths of Castle Shadowgate, looking for treasure or something. (The plot is neither important nor interesting.)

You control your character using a clumsy menu system, which means that something as straightforward as getting an item from a chest involves



Finish it without using an Internet walkthrough!

That's probably the stench from all the previous times we've been caught out with a totally unfair killing.

flicking between several lists of actions, clicking on the playing area again, then switching back to the menu when one of the increasingly frequent error messages pops up. It's unnecessarily awkward.

The sad thing is that there's the essence of a good game in there, but it's spoiled by the controls and the badly judged difficulty level. Clicking on the wrong item generally results in an unavoidable death, dumping you back to the continue screen, from where you have to keep trying again and again until you discover the right command to get you through a room.

Diehard Shadowgate fans might enjoy it, but for anybody else this is not the ideal introduction to a classic game series.

MARTIN KITTS

INSTANT DEATH

Shadowgate can be thoroughly unreasonable. Here's a quartet of its more irritating demises.

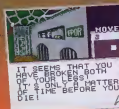
DEATH 1

This room has a trap door on the floor. You open the hatch and you see a ladder. You examine the ladder and the game helpfully informs you that the door is open. You climb down the ladder and... it breaks, killing you instantly.



DEATH 2

In a room filled with mirrors, the only exit is via a hole in the floor. Well, after your previous experience a little caution might be advisable, but what the heck: nothing ventured, nothing gained. Result? Two broken legs.



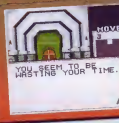
DEATH 3

Ooh, treasure! Weapons, gold and a massive trunk which promises to be stuffed to the lid with all sorts of goodies. Let's pick something up, shall we? After all, what harm can just touching do? Plenty, as it happens. Whoops.



DEATH 4

Well that just about sums it up. Wherever you go there's an instantaneous, unpredicted and totally unpredictable death waiting for you. Every single room is a death trap, and the clues are either non-existent or, frankly, rubbish.



VERDICT

Far too much trial and error, and not enough genuine gameplay. A disappointingly slack effort, this one.

2

◀ The intro sequences are very nice and all that, but sadly, these types of visuals don't appear in the game proper. What a shame.



▲ Lose all the hearts in your little inventory and you'll be a gonner, and so will fair Camelot.



▲ With eight worlds to conquer, you'll be RPGing your way around the different areas for quite a while to come.

QUEST FOR CAMELOT



Can you complete the first world, collecting everything, in under 30 minutes?

From: Titus Price: £25 Link-Up: No Colour: Yes Out: Now

All Right In Black & White?

Yes. No problem whatsoever. But visuals aren't everything. You're still much better off with the incomparable *Zelda*.

Had nothing to do since you finished *Zelda*? This may mean an end to your lengthy search.

Legends are always a good basis for a game: if you can't think of something original, you can always take a traditional story and give it a little twist. And that's exactly what's happened here. Remember the story of King Arthur and his magical sword, Excalibur? You know – round table, lady, lake and all that. Well, that's the basis of this particular story.

One day, evil Sir Ruber steals the magical Excalibur, leaving poor old Arthur powerless. Even worse, Ruber threatens to use the special blade to overthrow Arthur and become King himself! It never rains but it pours...

That's your cue, then. Playing as the rather inappropriately named Kayley (you would have thought they'd come up with something a touch more mediaeval), you have to save the land of Camelot. Not exactly an oil painting, young Kayley is unlikely to become the Game Boy's answer to Lara Croft (it's the huge head that puts you off). That said, she's a worthy hero – inquisitive, blessed with big pockets and plenty of life points, and easy to control too.

The action itself is standard RPG fare: collect items, fight enemies and have lengthy chats with the friends that you meet along the way. But a few extra elements are thrown in too, just to give the gameplay an extra dimension. There's a horse to ride,

items to find to give Kayley special powers and attributes, and several different twists in the storyline to throw you off the scent.

All is not rosy and sweet, though – the game has its dodgy moments. For starters, there's far too much text (at times you'll feel as if you're reading a novel). Every time you speak to someone, you generate reams of words, with the result that after a while you don't feel like reading any of it – including the important, scene-setting stuff. There are also far too many dead ends. You'll be merrily walking along a path when it'll stop without warning, forcing you to retrace your steps. How annoying.

If a certain other game didn't exist, *Quest For Camelot* would look very appealing. But that certain other game does exist, which means that Camelot is merely a very good but lesser alternative to an all-conquering master. Finished *Zelda*? Then this is your next stop.

DAVE PERRETT

PRINT-O-MATIC

PICTURE THIS

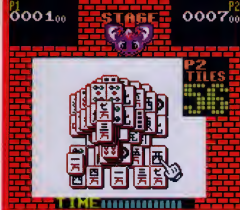
One of the most impressive things about *Quest for Camelot* is the intro sequence. It's very rare to see this quality of cartoon-style graphics on the Game Boy, so count yourself lucky. And if you're lucky enough to own a Game Boy Printer, you can print out these impressive visuals, to do with them what you will. All you have to do is plug the printer in and, when you see a lovely visual that you want to keep, simply press Select. Hey presto! The image is now magically transformed from your Game Boy's screen onto that sticky-backed paper stuff. You can now give a selection of magical stickers to your friends and family. Life doesn't get much better than this. No, really.



VERDICT

Not bad, but there's too much text – too many words. Oh, and it doesn't come close to *Zelda*.





There are at least four different moves you could make here, but which one will give you the best tactical advantage? Wipe on, wipe off, humble student.



The computer is an absolute devil of an opponent. It'll thrash the novice player in a matter of a minute or so. Take it on at your peril.

The bricks are filled by your opponent, be he human or Game Boy-driven.



Choosing these more familiar symbols might help you get to grips with the game. Then you'll want to do the full Oriental set to impress your mates.

SHANGHAI POCKET

From: Infogrames/Sunsoft Price: £20 Link-Up: Yes Colour: Yes Out: Now

Don't let the strange symbols fool you. This is just Chinese dominoes. Sort of.

Ever seen one of those Hollywood martial-arts films like *Big Trouble In Little China* or *Karate Kid*, where the Oriental types sit around playing some kind of board game involving ivory tiles and strange symbols? And the Kurt Russell/Steven Seagal type always winds up kicking the table over and starting a huge barney, presumably because he can't understand what's going on?

If only he'd played *Shanghai Pocket* – Sunsoft's Game Boy gem is a perfect introduction to those inscrutable Eastern games. This isn't some kind of complicated *Mah Jong* or *Go*, mind. You get a big stack of tiles, and you have to get rid of them all by matching them up then removing them from the board, two by two. It's rather like a giant

version of Snap, except that the cards are all placed face-up, and there are no hearts, clubs, diamonds or spades. Instead you get little symbols (which might stand for something, but we can't read Chinese). Thankfully, there's an option to add some more recognisable symbols – very useful, this, because the icons can be particularly difficult to make out on the little Game Boy screen.

There isn't really a great deal to the game, but it's strangely hypnotic to play. Tactical subtlety is required because you can only remove tiles from the corners of each layer, and the Game Boy is a merciless opponent if you're unlucky enough not to be playing a human opponent.

All in all, *Shanghai Pocket* is recommended playing for puzzle fans everywhere.

MARTIN KITTS



Beat the computer at Gold Rush on the hardest difficulty level.

All right in Black & White?



We could charitably complain that it's a bit harder to tell the tiles apart. Apart from that, B&W is just as good.

VERDICT

Simple to learn, and frustratingly hard to master. A rather good little puzzler, with plenty of scope as a two-player game.

4

FIDDLER ON THE ROOF

There are enough options and variations in *Shanghai Pocket* to keep dedicated fiddlers happy for hours.

VARIATIONS

Three variations in all. *Shanghai* is your standard one-player time challenge, while *Kong Kong* and *Gold Rush* can be played against a friend or the evil computer.



OPTIONS

If Chinese symbols are a mystery to you, you can change some tile sets to something more familiar, such as numbers, or dominoes, or pictures of vines and trees. Still not easy, though.



BOARDS

You can choose from three boards, each with a Chinese horoscope theme. These vary in size and shape, but all are very tricky, particularly if you stick with the standard set of tiles.



HELP

For the devoted at heart, a help mode is available to tell you what your next move should be. You can even take back a previous move if you made a right pig's ear of it. You little cheater, you.



VERSUS

Use a Game Link cable to play a friend, or take on the might of your expert Game Boy opponent. The plucky handheld puts up fierce resistance, and the Expert difficulty level is positively rock-hard.



TIME LIMIT

This is basically a game against the clock, even in Versus mode (since you're trying to match your tiles faster than your opponent can). The music speeds up towards the end, just to scare you.



BUST-A-MOVE 4

From: Acclaim Price: £25 Link up: No Colour: Yes Out: Now

Alright In Black & White?



This runs on Game Boy Color only – besides, it would be nigh-on impossible to see what's going on in mono.

Tatio's long-running action puzzle series gets a new lick of paint and a new style of bubble gameplay to get to grips with.

Traditionally a colour-based game, *Bust-a-Move* was never easy to play in its old monochrome GB guise. Now it's available for the GB Color, and it's a whole lot better for it.

Bust-a-Move 4 also introduces us to an intriguing new style of gameplay, with clusters of bubbles dangling from a precarious pulley system. Mostly, though, it's the same old *Bust-a-Move* that has proved to be one of the most popular puzzle games ever made. As with almost every game of this ilk, the object is to remove objects from the screen by matching them up in

lines of three. *Bust-a-Move* differs in that it combines traditional puzzling with a shoot-'em-up element, since you have to fire your coloured bubbles from a gun at the bottom of the screen. You can bounce them off the walls to get to tricky areas and, as every *Bust-a-Move* veteran knows, it's all about knowing your angles.

The new balance-bubbling game style is a great addition to the old formula, although its unforgiving difficulty level means that more than one false move and it's Game Over. No matter, because anything that might offer a new challenge to those of us weaned on *Bust-a-Moves* of the past has to be welcome.

This version plays as well as ever. The colours look a little washed out, which is a shame, but it's certainly addictive. There are loads of preset puzzles to work through, a challenge mode, and a versus mode to play against the computer. It's the best hand-held bubbling money can buy, and something that'll delight *Bust-a-Move* fans looking for a portable fix of their favourite game.

MARTIN KITTS

CHALLENGE



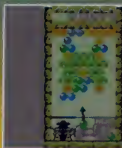
Work your way to the top of the puzzle mode pyramid on the hardest difficulty setting.

BUBBALICIOUS

The two types of bubbling action...

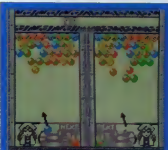
STANDARD

The bubbles are suspended from the ceiling and you have to blast them away by matching them up in groups of three before they drop below the deadline at the bottom of the screen. Every so often the screen will shake, indicating that a new row of bubbles is about to be added to the top of the screen unless you hurry up.



BALANCE

Here you still get rid of the bubbles in the usual way but there are two clusters of them suspended from a pulley. Adding bubbles to one side unbalances them, causing one cluster to drop towards the deadline. You have to consider what the effect of shooting either side will be, adding a new strategic element to the game.



△ Versus mode against a computer opponent is the best way to play, since you're both doing some serious speed bubbling.



△ Some of the puzzle screens are wider than others, although they're no more difficult.



△ Hal! It only took one minute to dispose of the first hapless computer player. Bring 'em on!



△ There are more solo puzzles to try than you're likely to see. It depends on the route you take.

VERDICT

Excellent addition to the Game Boy's vast catalogue of top puzzle games.

The addition of colour makes all the difference in this new version.

4

△ I'm forever blowing up bubbles... The bubble-busting brilliant gameplay just keeps coming with Tatio's classic.

▷ If it's looks you're after, this probably isn't the cart for you. On the other hand, if you want simple, addictive gameplay, take a closer look.



△ Original Game Boy owners might find the graphics blurry, especially in fast-scrolling Defender. It's clearer in colour.



Overwhelmed, overcooked it, outta here.

JOUST/DEFENDER



Kill all the humans in Defender and try to survive hyperepace.

From: Midway Price: £25 Link-Up: Yes Out: June Colour: Yes

All Right in Black & White?



Monochrome suits the simplistic graphics just fine, though the original Game Boy screen will make 'em a bit blurry.

Step back in time with Midway's classy double blast from the past. Retro is go.

The early '80s... If you were into video games back then, you'll probably know this classic twosome like the back of your hand. At the turn of the decade, *Defender* was the first example of the modern shoot-'em-up, offering multiple levels, fearsome enemies and a save-the-humans objective. *Joust* came along a couple of years later, providing something altogether different – a rum jousting tournament in which you got to ride on the back of a giant space emu.

Games have evolved somewhat dramatically in the almost-20 years since Atari's duo ruled the arcades, but neither of these titles is so outdated as to look foolish. Okay, graphically they're both very simple – particularly *Defender*, which has some of the tiniest, most basic sprites every to grace the Game Boy. It plays more or less as it did in the arcade, though, and that complex control system becomes altogether more intuitive on the Game Boy's D-pad.

Joust is more of an acquired taste, perhaps because it's such a ludicrously simple concept – no shooting, and no tricky controls to worry about. Like all the best games, it's a 'grower', and you'll soon find yourself hypnotised by the repetitive but enjoyable gameplay. The two-player link-up mode is a strange beast, and to be honest it doesn't

TWO IN ONE

JOUST

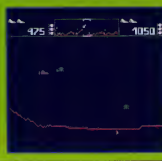
The object of *Joust* is to fly around on your emu thing and knock your opponents off their beasts. This is accomplished by swooping down from slightly above them and using your lance to whip them off their mounts. Your violent actions release an egg (don't ask us why), which can be collected for extra points. The controls are limited to left, right and fly, so it could hardly be simpler. The later levels get rather tough, with lava pits and smarter enemies.



Two of Williams' finest in one tiny cartridge.

DEFENDER

One of the first shoot-'em-ups, and, for many enthusiasts, still one of the very best. The arcade version was incredibly difficult, largely due to the clumsy control system (the arcade cabinet looked like something from NASA Mission Control). Back then, a *Defender* master could be recognised by his pallid complexion and galling superiority complex. By playing this easier Game Boy version in the park, you can relive past glories and get a tan at the same time.



△ *Joust* can be pretty tricky to get the hang of, particularly during the frantic survival waves. The key to success lies in learning exactly how much lift you'll get from each flap of your wings.

work quite as well as the solo game. It's worth a look, though: you might find something in it that we missed.

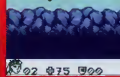
In general, this is a top-value package and a fine piece of nostalgia for those old enough to have wasted their pocket money on the thrilling arcade versions.

MARTIN KITTIS

VERDICT

A welcome double helping of quality retro action. The Game Boy is the ideal platform for this sort of game.



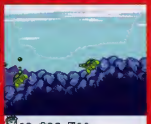


More dine-riding. It's probably more dangerous than it looks.

There's plenty of running and jumping to be done. Rather too much, in fact.



Gun emplacements everywhere. It's not safe around here, you know.



02 037 000

Using the pteranodon is one of the best bits of the game. He's a bit like a primitive R-type. But with wings. And a tail, obviously.

GUN IN THE OVEN

The right to own and bear arms...

Ah, weapons. The life blood of any Turok game, they're big, violent and wonderfully entertaining. The Game Boy's limited power can't hope to offer even a vague representation of such beauties as the Chain Gun and the Nuke, but still manages a fair piece of the old flesh-stripping action. Unfortunately, getting the weapons is a slow process, with early levels limiting you to the bow, pistol and other weaker fare. The more powerful guns only present themselves towards the end of the game.



TUROK 2

From: Acclaim Price: £25 Link-Up: No Colour: Yes Out: Now

All Right in Black & White?

The colour version uses an impressive palette, but the black-and-white version is smooth and crisp and plays well.



Well, here we are on the last level, complete with horrible pre-dinosaur embryo things. Not a pleasant sight at all. We want our mummies.

After two hugely successful appearances on the N64, Turok downsizes for the Game Boy.

Yes, our trusty dinosaur-slaying friend is back, ready to reduce yet more reptilian nasties to small gobbets of bloody flesh. But don't expect a Game Boy approximation of *Turok*'s first-person N64 adventuring. It may boast guns, but it's a platformer – one that lifts almost all its ideas from a hundred-and-one other platforming games (most notably those with the word "Mario" in the title).

There's an awful lot of running and jumping to be done here – by comparison, the time you'll spend

viscerating dinosaurs is minimal. And, if anything's going to annoy you, it'll be the running and jumping: it can be terribly frustrating, not least because it's of the infuriatingly pixel-perfect variety. If you're even the most microscopic measure out, your failure is assured. It's all well and good to test a player's skill, but to demand so much clinical accuracy verges on the trying.

That aside, the game itself is really rather entertaining. There are a great variety of saurian enemies to kill, with a spot of pteranodon-riding thrown in, and that good-old Turok



Try to get through the whole of the first level without getting hurt once. It's blimmin' hard.

Two dinosaurs at once. Turok may well have bitten off more than he can chew here.

signature remains pleasingly in place – namely a host of massive and ludicrously entertaining weaponry. The Fusion Cannon from the original N64 *Turok* even makes the grade on the Game Boy, which is great news (even if it can't compare to the awe-inspiring village-devastation that was such a highlight of the 64-bit affair). And it's a huge game, too, making it a value-for-money investment.

JES BICKHAM

VERY HARD INDEED

It's a bugger from the off.



01 099 000

The first level proved to be one of the most irritating, boring and difficult slices of Game Boy pie we'd ever tasted. Starting off with no weaponry whatsoever, you have to wind your way through loads of enemies – many of whom are practically unavoidable – in order to find the 'Burden of Light', a bag (yes, a bag) which turns you into Turok and grants you a humble dagger. And then (get this!) you have to travel all the way back to the start of the level, killing all the enemies as you go, in order to find the wimp game that'll take you to the second level. Some of the jumps are almost impossible on the way back.

Unfair? Oh yes. Difficult? More than you'd believe.

VERDICT

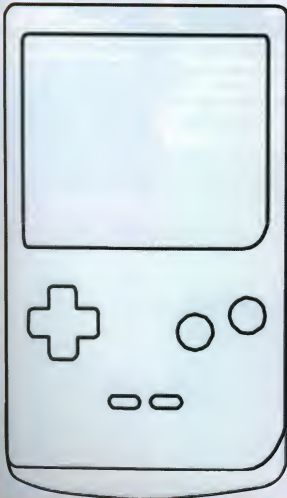
Big, and there's plenty to get your teeth into, although its emphasis on millimetre-perfect platforming can get a mite irritating.

3

GAMEBOY

Anything you do to your Game Boy is entirely up to you: if you make a hash of it, don't blame us! Also, please be ultra-careful if you're using glue or craft knives. If you're one of our younger readers, make sure you get an adult to help you out. Happy customising!

To help, we've prepared a little master-class which shows you how to make your Game Boy ultra-funky. Fancy a leopard-skin carry-case? No worries. Or how about decking your Game Boy out in Britpop regalia? Easy life! Just follow our instructions and you too could own an honest-to-goodness one-off original! Go to it, and if Jean-Paul Gaultier happens to see your work and takes an interest, don't forget to put in a good word for us...

 CUT ME OUT

B Finally, to add the finishing touches, we applied the various-shaped stickers that came in the same pack as the paper. If you're feeling a bit more professional, you might want to put strips of sticky paper on the sides, top and bottom of your Game Boy. Whatever, let your imagination run wild!



BRITPOP

WHAT YOU'LL NEED:
THREE SMALL ROLLS OF ELECTRICAL TAPE IN RED, BLUE AND WHITE
(25p per roll from a local hardware shop)
SCISSORS

WHAT TO DO:
OUR TEMPLATE
A SHARP CRAFT KNIFE
(£1.55 from a modelling shop)

1 Cut out the template, not forgetting the holes for the screen and buttons, then sketch a little Union Jack on it, marking which colours go where.

2 Carefully cut shapes from your electrical tape to match those in the Union Jack.

3 Stick the pieces of tape onto the front of your console (in the appropriate places, of course) and you've got yourself a Cool Britannia Game Boy. Hurrah!



WILD THANG

WHAT YOU'LL NEED:
A4 SHEET OF TRANSPARENT PLASTIC CARD
(75p from a modelling shop)
A LENGTH OF FAKE FUR
(This is available in loads of different styles, such as tiger skin and zebra stripes, but we used super-funky leopard skin – £2.40 for 200cm by 60cm, but you certainly don't need that much)
UHU ALL-PURPOSE GLUE
(£1.29 for a small tube)
SHARP SCISSORS
A CRAFT KNIFE
(£1.55 from a modelling shop)
6 POP-STUDS
(£3.99 from a handicrafts shop)
A NEEDLE, THREAD, AND
THREE HOURS TO SPARE!

WHAT TO DO:

This is a bit of a tricky one, so you might want to enlist the help of friends or family. There are two parts to it: the case and the stiffener (the latter keeps the case rigid so that it doesn't slide around on your Game Boy). We'll start with the case.

1 Make a photocopy of the Game Boy template (you'll need two). Take a sheet of your

material, approximately 21cm by 15cm. Wrap this around the Game Boy, holding the two edges together tightly. Pin along the line where the two bits meet (it's along this line that you need to sew). Sew along the bottom edge.

2 Now cut out the template and tape it underneath your sheet of clear plastic. Using a stout craft knife or Stanley knife, very carefully cut out the holes for the buttons and D-pad.

3 Place the stiffener onto your Game Boy so that the buttons poke through the holes you've cut. Carefully glue along the edges of the front of the stiffener. Next, slide the Game Boy and stiffener into the case. Press the fabric against the stiffener to attach it.

4 Slide your Game Boy out and you should have a case with attached stiffener. Fold up a heavy wad of paper and insert it into the case. This is to protect the back of the case as you cut out the button and screen shapes (your knife will be guided by the stiffener).

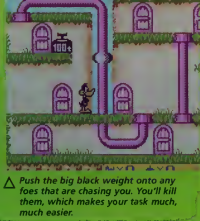
5 Finally, all you have to do is sew a square of material along the front of the top of the case, then affix the pop-studs to the flap and the back of the case (read the instructions that came with the pop-stud pack). And there you have it: the kind of carry-case money just can't buy!



▽ All the doors in the level must be accessed and the key inside them collected if you want to move onto the next stage.



△ Push the big black weight onto any foes that are chasing you. You'll kill them, which makes your task much, much easier.



▷ The castle has four different levels, each of which is stuffed with rooms for you to complete. In fact, you could be here for a very long time!



BUGS BUNNY CRAZY CASTLE 3

From: Nintendo Price: £20 Link-Up: No Colour: Yes Out: Now

All Right In Black & White?



No problems: everything is clear enough, although Bugs and chums' cartoon capers do lose a little something in mono.

Everyone's favourite rabbit is back. But do you remember Crazy Castle 1 and 2?

Rabbits. Ducks. Antique shops. Bombs. This story has it all. It starts with Bugs Bunny relaxing in the local antiques shop, (maybe he's hoping to get his paws on a nice old carrot). Bugs reads in a book that there's treasure buried in a nearby castle. Most sane people would assume that the book is a pack of lies, then toddle off back to bed. However,

Bugs is a famous cartoon rabbit – and an inquisitive one at that – so he sets off to bag the treasure as his own. Cue a platform game.

The slant on the traditional platform genre is quite a simple and novel one (not that it's especially thrilling, mind). Each different level is littered with rooms, and you have to collect all the keys in each room to be able to proceed to the next level. There are plenty of doors to look behind, too. Stopping in your paw tracks are various other Looney Tunes characters: you either have to avoid the likes of Daffy and Tweety, or destroy them with a well-placed bomb or impossibly hefty ACME weight. It's not exactly brain-taxing

stuff, but it is good fun, if a little limited. There's one bizarre problem, though: Bugs can't jump. While this non-jumping adds a certain tactical slant to the game (you have to make sure you don't get painted into a corner, or there's no way out), it's really quite irritating not to be able to perform what is – especially for a rabbit – an exceptionally basic mammalian manoeuvre.

In summary, then, Crazy Castle 3 offers a couple of jolly new features and bagloads of gameplay. However, if you can put up with the main character's limitations, you'll be doing very well: at times, it all becomes pretty frustrating.

DAVE PERRETT

CHALLENGE



Can you complete the first set of rooms in under half-an-hour? You're clever if you can.

I WANT TO FLY AWAY

THE UP ARROW

What goes up, they say, must come down: you can make Bugs fly high in the sky if you walk on one of these special blocks. It's easy – all you have to do is step on it and direct Bugs to where you want him to go. Beware, however: your foes can use it too.



THE VINE TREE

This is the most common way of getting from level to level. All you have to do is press up or down when you get to one of these things and you'll automatically travel in that direction. Be sure not to get trapped by the bad guys while climbing, though: death is certain.



The rabbit can't jump, but there are other ways of getting around...

PIPE CLEANER

This is the oddest way to travel. Basically, if you're standing above or below a pipe, all you have to do is press up or down and you'll sail in that direction. Oh, and you'll also be treated to a rather lovely animation of your character as he sails away. Hurray!



TAKE THE STAIRS

This is a really easy way to get about – you don't even need a Stannah stairlift. All you have to do is press up or down, depending on where you want to go, and then you'll appear on the next level. They're not one-way, either: you can ascend or descend. Which is nice.



△ Oh no, it's Daffy. He tried to hog the limelight in your cartoons and now he's out to get you.

VERDICT

Can be annoying (Whoever heard of a bunny that couldn't jump?). Otherwise, quite good fun.

3

JOIN THE SUB!

Rugrats' sub-games spice things up a bit.

BOAT!

As the twins, work your way down the river in your little leaf boat, avoiding enemies like our fishy friend here. Not particularly taxing, but actually quite good fun.



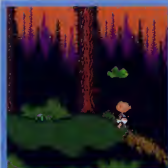
MINE CART!

Not especially great, this, if we're being honest. What it does do, however, is provide a bit of a change in direction: this time you have to leap gaps in the track and, um, not really a lot else.



All Right in Black & White?

Yes, it is, in that it's perfectly playable. It's just a pity that you lose out on those fantastic colour visuals.



△ Tommy goes for a walk in the woods. And comes up against a fearsome spider. Erm, sort of.



△ A skunk. Can you guess how enemies are dispatched? Yep, with a quick jump on the head.



△ In the dentist's chair. The visuals are some of the prettiest yet seen on the Game Boy.

RUGRATS

From: THQ Price: £25 Link-Up: No Colour: Yes Out: Now

"Gee, Tommy, what a bright, cheerful Game Boy world this is." "Shut up."

As with the television programme, things are very sedate and nice in the world of Game Boy *Rugrats*. And happy. And fluffy. Nothing too taxing ever crops up – ever – but the game is pleasingly simple and effortlessly enjoyable, if a little basic and surprise-free.

So, you are Tommy. Or Chuckie. Well, you can play as either, actually. (Tommy's the one with the red hair. No, that's Chuckie. Or is it?) Anyway, your job, whichever one of the *Rugrats* you decide to be, is to work your way through a *Mario*-esque (but not as good as *Mario*) multi-levelled platformer, collecting enough items to

open up each of the game's ten gorgeous-looking levels. The items, not surprisingly, consist of the usual sort of thing babies pick up. Okay, so the game's not doing a lot more than *Mario* was doing six years ago (in fact, if anything it's doing less). But then *Mario* never looked this good.

Of course, the above all sounds a bit superficial. What good are superb graphics when you haven't got the gameplay? Fortunately, there's more than enough here in the playing stakes: the levels are vast, fun and actually pretty diverse. There are also a few nice ideas, including an *Indiana Jones*-type mine-cart ride. As you progress through the game and span the difficulty levels, the time limit decreases while the amount of items you need increases, meaning

there's a fair bit of replay value chucked in.

Rugrats, then, isn't a dazzling game, but it is pleasantly entertaining, and has enough variety and simple platform leaguage to keep you tinkering around with it for a couple of weeks.

TIM WEAVER



How quickly can you complete a novice? We managed two hours.



Multi-level platforming joy – in a doctor's surgery. At least there are plenty of plasters around.

PICK ME UP

There are a set number of items on every level. You need these in order to exit the section you're on.

PLAY CUBES

These'll do nicely, thank you very much. Usually situated on ground level, the cubes are easy enough to obtain.



DOLL

Or at least we're presuming it's a doll. This little figure crops up all over the place, anyway. Nice.



VITAMIN X

You'll need to go exploring in order to find this tiny pot of pills. Take our advice and try jumping on the balloons.



SPRAY CAN

These aren't actually all that common, and they tend to be hidden or rather tricky placed. Nasty.



VERDICT

Nintendo won't be worrying much, but *Rugrats* is a sub-*Mario* platformer done with some style. It won't keep you going forever, but it's nice while it lasts.

4

Between levels you'll be treated to a charming little cut scene in which a character from the Men In Black cartoon series fills you in on your next mission. It's a rare moment of graphical accomplishment in a sea of ugliness.

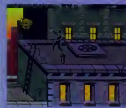


Aliens are on the rampage through the streets of Manhattan...

This cloaked character makes a dramatic appearance at the end of every level. Fill him full of lead and he'll sulkily wander off. However, he always comes back stronger for the next level. (He also has a nasty habit of chucking damaging pods at you, the swine.)



Your character has the pleasing ability to create a giant arc of bullets. Simply press Fire while tapping in the opposite direction to the one you're facing.



Chase extra-terrestrial lifeforms across moonlit rooftops.



MEN IN BLACK

From: Interplay Price: £25 Link-Up: No Colour: Yes Out: Now

All right in Black & White?

The graphics look as good in monochrome as they do in colour (not very good at all). And the gameplay's just as bad.



Here come the Men In Black. Let's hide until they've gone...



You may be able to hear a very faint ticking sound. That, dear friends, is the small time-activated bomb that we've attached to our copy of Men In Black. Interplay's title is so badly thought-out, so carelessly designed, so horribly and

inescapably dull that we'd really like to see it shattered into a million pieces of plastic and metal before our very eyes.

The central animation of your black-clad alien-investigator is actually rather good, lulling you into something of a false sense of security. Then, as you begin your incessant walk from left to right, you get punched in the face by a walking pair of ribs, which drop from the ceiling without warning. You get up and



Finish the whole game in one go, if you can stand it.

walk a little further and the same thing happens again. And so on (and on), until eventually you lose the will to live.

It's not just Men In Black's astonishing lack of variation that kills it. It's the cripplingly poor graphics, blatantly not even finished in places. It's the aliens that slide on and off the screen with barely a twitch of animation. It's the fact that every last one of them will knock you over before you've had time to react. And it's the utterly stupid 'double-tap to run' control (this is a cumbersome at to be almost unusable).

But the main reason why Men In Black fails so miserably is that all you ever have to do is walk right and fire at ridiculous-looking gribbles. Still, only a few more seconds to go... BOOM! Thanks heavens for that.

MARK GREEN

STUPID AND UGLY

Some of the scarily rubbish 'delights' encountered by the MIB...

LEVEL 1

MIB HQ has been overrun by the alien cohorts of Loophole (presumably your arch-nemesis). You can see them all there at the bar - living it up, they are, and at your expense. How rude. We'd get down to some blasting if we were you.



LEVEL 2

This level is set in the heart of downtown Manhattan, which the aliens have chosen as their 'running amok' venue. Gigergesque aliens and slippery slugs are everywhere in this stage. You can also expect to come across a flying brain or two. With eyes.



LEVEL 3

Into the sewers for this level, where there's plenty of opportunity for falling into water vortexes or getting bitten to death by toothy, pestilent rats. The boss at the end of this level is a humungous slug who spits sticky mucus at you. Nice.



LEVEL 4

A Vermax infestation (whatever that may be) is threatening the airborne. Fly out there and you'll find more flying brains (with eyes), some horrific green snakes and lots of other things that you'll already be tired of from the previous levels.



LEVEL 5

Oh no! Deranged alchemists on the loose! They've gone and made their way to the rooftops as well, so the action takes place on top of the good citizens' houses. The difficulty is ramped up a little from now on, the spindly aliens shooting at you with their own guns. Yikes!



VERDICT

The worst Game Boy creation we've ever seen. We'd rather play 'Sit On A Drawing Pin' - it's that bad.

1



PITFALL BEYOND THE JUNGLE

From: Interplay Price: £20 Link-Up: No Colour: Yes Out: Now

Can you think of a series of games older than Pitfall? No, neither can we.

It's nearly two decades since Pitfall Harry first swung across crocodile-infested swamps, and since then he's had time to sire a son and heir to the Pitfall title. Luckily, young Harry Junior didn't turn out to be a bookish lad with an unhealthy interest in computer programming. Yes, he shares his old man's passion for roaming distant lands and risking certain death in search of adventure. What a chip off the old block, eh?

In fact, he's exactly like his dad. Obviously, he's bigger and better-animat-ed, and his jungles are far prettier than the ones Harold Snr had to cope with, but beneath that he's a dead ringer. He still spends too much time making stupidly large leaps across impossibly deep chasms, he still swings on vines (among other things), and the jungle inhabitants are still out to get him.

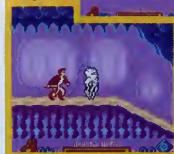
All of which translates as: Pitfall: Beyond The Jungle is a fairly good platform game rather than a great one. The graphics are bold and impressive, and things move at a speedy pace, but it all becomes a bit repetitive. It's jump after jump after jump, and this quickly gets on your nerves. Each of the four episodes is split into sections, and you don't get

supplied with a password when you complete the entire episode.

So: there's far worse available, but with the likes of Warioland out and about, this shouldn't be first on your list. Nostalgia addicts will rush out and buy it, but the rest of us needn't be in a great hurry.

JIM McCAULEY

Rather than swing on vines, in the ice levels you get to swing on dog toys.

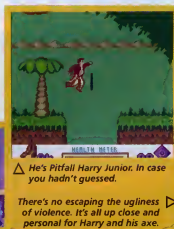


A scary ghost? No, it's a steamy geyser. It'll melt all that ice!

VERDICT

Not bad at all, but the jumpy-jumpy structure soon becomes a bit boring. Nice to see an old friend, though.

3



There's no escaping the ugliness of violence. It's all up close and personal for Harry and his axe.



All Right in Black & White?

Well, it loses a fair bit of definition, but it still shifts along at a decent pace. The important thing is that it plays the same.

A SHORT HISTORY LESSON

Pitfall first appeared on the lumpy old Atari VCS in the days before mankind had even invented language. Pitfall Harry jumped across pits, avoided scorpions and swung on ropes, but we can't remember quite why. Treasure probably came into it. Anyway, it was a smash hit and Pitfall 2 was ported to just about every early 80s system known to man, including the ZX Spectrum. Harry had acquired some friends and the ability to float up thermal vents on balloons. He also had a top soundtrack that only got

Who the devil is this Pitfall Harry chap, anyway? Read on.

annoying after a few hours of looping. Pitfall 2 did the business, but was forever slated as being 'not as good as Pitfall'. Retirement beckoned for Harry, but luckily his jungle habits didn't stop him from procrastinating, and the Pitfall lineage continued a few years back with a revival on the PC. More titles followed, including the disappointing Pitfall 3D on the PlayStation, and now Pitfall makes its mark on the Game Boy Color. It's not much of a mark, but it's good to see an old pro giving it all for a comeback special. Just like Elvis.



△ Although you can't tell from this screenshot, the game is wobbling like mad. Trust us.



△ It's a bit bare, yea, but skidding around Top Gear's twisty-turny corners is good fun.



△ The desert track. Probably best to opt for something with four-wheel drive here.



△ Woah! Horribly tricky overtaking business ahead! Hitting the back of a car isn't advisable.

TOP GEAR POCKET



Best the best time on the Jungle track in Time Attack mode.



All Right in Black & White?



Um, not really. Plastered all over the box and instruction booklet is the phrase 'For Game Boy Color only'. That's a clue.

● From: Kemco Price: £30 Link-Up: Yes Color: Yes Out: October

Kemco translate Top Gear Rally for the Game Boy, complete with rumble effect...

Well, this is a first. Top Gear Pocket comes complete with a built-in Rumble Pak. Of course, it's much, much smaller than the N64's controller plug-in, but it still manages to give the player a juicy effective 'buzz'. It's a cracking innovation, and one we hope to see incorporated in many future Game Boy releases.

Top Gear Pocket itself, unfortunately, isn't quite as impressive as the little widget it's attached to – although it does deliver pint-sized bouts of simple racing fun. In this respect, it's quite similar to the Game Boy V-Rally, but with a healthy amount of 'feel' added to the handling.

The rest of the game, however, is less than inspiring. Again, much like V-Rally, the emphasis on the main

championship is to overtake eight evenly spaced cars and win a given race. Despite the delightfully twisty-turny nature of the tracks, complete with bumps that see you catching air momentarily, most of your time will be spent overtaking each opponent as he sits squarely in the middle of the road. Later tracks have different properties to affect the handling of your car, but there's nothing here to really test your driving skills.

It's not the best game we've ever played, but neither is it the worst, and it is capable of providing bouts

of tyre-squealing fun. Were it not bundled with exciting rumbleness, it would probably score less, but, while the novelty lasts, it's just worth that fourth star.

JES BICKHAM

VERDICT

Although at heart a simple, no-frills racer, this has plenty of rally thrills and big-style wobbling.

4

PAR FOR THE COURSE

Well, you can't have racing without any tracks, so thankfully Kemco has seen fit to include some in its wobbly new game. And even though they've been created for the tiny 8-bit wonder that we know and love as the Game Boy Color, they're surprisingly well-designed. They're lacking in detail,



Okay, so you've got your motor running. Now would be the time to head out on the highway.

sure, and are essentially just a series of twisty roads with some rises and dips (well, we're talking about a ten-year-old machine here), but those twists – and rises and dips – are pleasingly well crafted, making that overtake-one-car-at-a-time task much trickier than it might otherwise be.



CARS!

Don't leave home without one. Not in this instance, anyway.

Cars. Aren't they great? All those wheels and doors... Lovely things. And despite the fact that Top Gear Pocket's are quite titchy coloured blobs, the selection is actually very good. The different attributes (such as handling, acceleration and top speed) do make a difference to the game, so

choosing the right car for the track you're racing on is essential if you're to succeed. Put the Type-LE though its paces on a track with plenty of sneaking corners, for example, and you're in for a hard time: its typically below-par handling will result in lots of skidding and Rumble Pak wobbling.

CAR SELECT

TYPE-IP 4WD

TOP-SPEED
ACCELERATION
HANDLING



CAR SELECT

TYPE-CO 4WD

TOP-SPEED
ACCELERATION
HANDLING



BUG BUDDIES

MAYA

She's the star of the show, and the only character who can pull levers. Thus it's often useful to scout ahead with her, just to find out the lay of the land. Used in conjunction with other characters, Maya can get pretty much anywhere.



A bee she may be, but Maya's quite the social butterfly. She's taken some friends along with her.

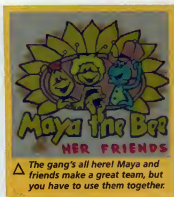
WILLY

This little bee-boy is another essential member of the group. The other bees can stand on his head and use him as a makeshift platform to jump to out-of-reach areas. (No, we don't know if he's happy about that...)



FLIP

This grasshopper-like fella has a bouncy bounce. When other characters jump on his head, they can leap high into the air. This means that when he and Maya stand on Willy's head, Maya can bounce miles into the air.



△ The gang's all here! Maya and friends make a great team, but you have to use them together.

Grab every bonus item on the first four levels – they're dead tricky to reach.



MAYA THE BEE AND HER FRIENDS

From: Acclaim Entertainment Price: £25 Link-Up: No Colour: Yes Out: May

A platform-cum-puzzle game? An odd mix? That's as may-bee, but Maya The Bee is just that little bit different...

Wasp, eh? The only way to never get stung is simply to run like billy-o whenever one comes near you. They're nasty creatures, to be sure.

Bees, on the other hand, are great. All they're interested in is gathering pollen, bumbling about

and making honey for our toast. They're big and furry, and they don't go out of their way to sting you.

So if *Maya The Bee* had been *Wally The Wasp*, we might not 'bee' so happy about it. But Maya's quite the loveliest insect you'll ever meet. The idea behind the game is to get her (and her friends) through the numerous levels while rescuing bees that have been trapped behind big spider webs. Quite apart from the fact that you've got three characters to control, it's unlike any other Game Boy title; in fact, it's strangely surreal.

Maya and her friends have their own skills, so you need to get them working together to get through the levels. (Maya, for example, is the only one who can push switches.) The levels themselves are fendishly well-designed, with plenty of logical puzzles to crack. There are also absolutely stacks of them, making *Maya The Bee* the kind of game that'll last you for ages. Top stuff.

ALEX BICKHAM

All Right in Black & White?



Maya The Bee doesn't need colour to be able to do her thing, but she does look a whole lot better in finny hues.

TRICKS AND TRAPS

Let's take a walk through the first level. Things are quite simple at this point, but they get cheeky later.

ONE

Use *Line Flip* beneath this platform so that Maya can hop up, on his nubby head, to the level above. Then send her up the ladder – but mind out for the spider! You can't destroy the baddies, so if you touch them it's certain doom!



TWO

Send *Flip* along the ground to stand near Maya's trapped friend. When Maya pulls the switch to destroy the cobwebs, you'll need him standing here to rescue the hostage (watch out because the web returns quickly).



THREE

Finally, get Maya to hop along the top and pull the switch, destroying the cobwebs that are trapping her friend. And that's Level One licked! Yes, we know it looks easy, but wait 'til you play the later levels – they're thorny, all right.



VERDICT

A mind-bending and rather great-looking little platform puzzle that's sure to keep you playing for ages.



△ Look out for the bonus items that appear on every level.

△ When the spider's killed all three plants, it's Game Over.

IT'S IN THE GAME

It's got everything. Except playability.

FMV

FMV, that's right – FMV in a Game Boy cart. But it's of an absolutely appalling quality. What's going on here? Anybody's guess. Would you ever want to see it again? Not likely.



TEAMS

All the official NFL teams are here, with their official logos and colours. You can play a season as your favourite real-life side, and the Game Boy will keep track of five stats via a password system.



PLAYS

The same selection of plays as the N64 and arcade versions. You can flip them over with the B button, doubling your options. You won't be able to see much of a difference on the field, though.



THE NFL

This one probably bypassed the NFL's Merchandising Quality Control department. Why would a reputable organisation attach its name to this? No doubt the answer is green and foldy.



GIRLS

Phwoar. Look at that. It's a genuine American-footie dancing cheerleader-type girl, here helpfully informing us that the quarter has come to a timely end. They say a drink, love?



MOVES

Using a combination of the buttons and D-pad, you can access many of the moves from the original, all depicted in clumsy, ugly, eye-scratching flickery animation. Quite frankly, it stinks.



PLAYERS

Each team offers a modest selection of individually named star players. It's a wonder they haven't all got busy with their lawyers – NFL Blitz is more than enough to give a chap a bad name.



NFL BLITZ

From: Midway Price: £25 Link-Up: No Colour: Yes Out: Now

An arcade conversion too far for Midway.

Why do companies insist on sullying the good name of the Game Boy with dross like this? It's a crying shame that for every golden child like *Zelda*, *WarioLand* or *Harvest Moon* there's a freak like *NFL Blitz* – a zhorid mutation locked in the cellar, suffering around, howling at the noon and eating dead rats.

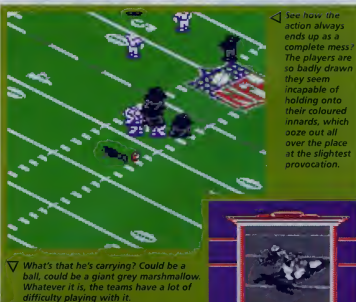
NFL Blitz should never have been slowed to happen. Converting the arcade machine's chunky 3D graphics and lightning-fast gameplay tested the powers of the N64, let alone our venerable 10-year-old handheld.

In its original incarnation, *NFL Blitz* was a brilliant take on America's favourite sport. The teams were

pitch was reduced in size, and 30 yards were required to make a down. Consequently, the rule-free action was quick and brutal – huge plays ending in crunchingly painful tackles. You could kick players when they were down; you were also allowed to pick them up and throw them off the pitch. Breaks in the play never lasted for more than a few seconds, and the whole violent spectacle was punctuated with grunts, screams and the occasional "Oh, my God" from the bloodthirsty commentator. It was therefore stuff.

On the Game Boy, it's rubbish. The 'action' is unbelievably slow, and the graphics are, quite simply, dire. In fact, it's practically unplayable, and if the *NFL Blitz* name was enough to dupe you into buying this game before you read our review, then we feel for you – we really do.

MARTIN KITTIS



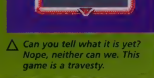
What's that he's carrying? Could be a ball, could be a giant grey marshmallow. Whatever it is, the teams have a lot of difficulty playing with it.



The Minnesota Vikings. They look fine here, but on the pitch they're reduced to just purple blobs with twitching, deformed limbs, colour bleeding out of their backsides.



Win the Superbowl with quarters set to six minutes.

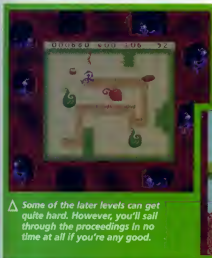


Can you tell what it is yet? Nope, neither can we. This game is a travesty.

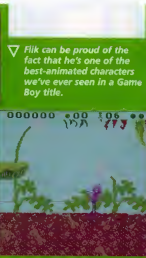
VERDICT

Simply awful. It's ugly, it's slow, it's virtually unplayable. Whatever you do, don't waste your money on it.

1



△ Some of the later levels can get quite hard. However, you'll sail through the proceedings in no time at all if you're any good.



▽ Filk can be proud of the fact that he's one of the best-animated characters we've ever seen in a Game Boy title.

▷ Have you seen the film yet? If not, why not? Get out there and see it – if only for the out-take bits at the end. It's excellent!



A BUG'S LIFE

From: THQ Price: £25 Link-Up: No Colour: Yes Out: Now

Why are these bugs complaining? At least they haven't been squashed. Yet.

Who'd be an insect? Life must be hard enough if you're a tiny little ant without being an outsider as well. Poor worker ant Filk is exactly that, though. A no-mark. An outcast. A reject. And yet the little fellow has a lot to recommend him, if only he could prove himself to his peers. Which is, of course, where you come in. Your mission is to get Filk back on track, to make him popular with his fellow ants again. Hurrah!

Thus you have to guide ickle Filk through the levels, beginning with the tasks that Hopper the Grasshopper's nasty gang sets you. For example, in the first level, you have to find loads of parts of a machine that will harvest more food, and thus keep Hopper's henchmen at bay. Eventually, though, you aim is to get the better of them, and, when you've completed all the levels, you'll have gained enough respect from your fellow ants to be able to hold your small round head

up high. In short, you'll have saved the colony.

As you'd expect from any game involving Disney characters, the action is simple and platform-based: you walk from left to right, collecting things, jumping about the place and throwing objects at the enemy.

Filk himself is pretty pliable for a Game Boy character. He can jump a very long way, and he can duck, crawl, throw objects and run around, every move he makes is beautifully and smoothly animated too. All nine of the missions are exceptionally

varied – you may well have to adapt your playing style considerably from mission to mission in order to get to the end of the game. But if you've seen the film, you'll recognise most of the backgrounds. (Your journey takes you to Ant Island, the City and Riverbed Canyon, among others.)

A Bug's Life is a varied and enjoyable adventure that looks good and is full of surprises. Fans of the film will love it. It's all over a bit too quickly for our liking, though.

DAVE PERRETT



Can you complete the first two levels in under 15 minutes?

VERDICT

It's varied, pretty attractive and mostly good fun. If a bit easy. Liked the film? You should love this.

3

LET'S D-ANT-CE

Lager adverts aren't the only place you'll see an ant boogy. Filk has all the right moves...

HOPE IT

The first funky move this little groover needs to master is the jump, which is simple enough. When you perform it well (to some nice bouncing music), the Polish judge is sufficiently impressed to award you a six for artistic impression.



BALLS IT UP!

Pick up one of the small black balls that litter your path (don't let them fall on you, or you'll get hurt), then throw it at the next unsuspecting enemy you come into contact with. This is one ant you wouldn't want to meet down a dark alley.



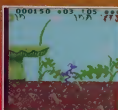
DUCK!

Crawling may look like a manoeuvre for baby ants, but it's vital that you master this technique to get Filk through the small nooks and crannies – especially in later levels. Hold Down on the D-pad then push the direction in which you want to go.



LEGO IT

The London Marathon may be over for another year, but Filk can run just as fast as Jimmy Saville and all the rest. Simply hold down the B button and point in the direction you want the little fellow to go: he'll duly leg it in that direction.



All Right in Black & White?

Not really. However, if it's a pun-and-simple Disney fix you're after, this could provide some bugged-out laughs.



BITS 'N' BOBS

Want an accessory? Planet Game Boy's here to tell you which are worth the money and which are simply worthless.

NINTENDO TRAVEL BAG ★

£6.99

Electronics Boutique's version (on the facing page) is almost identical, but we've chosen this baby because it's slightly cheaper and has two compartments.



CAR ADAPTOR ★

£7.99

This gadget enables you to plug your Game Boy into a car's cigarette-lighter socket and run it off a really big battery. We favour Electronics Boutique's Car Adaptor.



RUMBLE PACK ★

£9.99

This bizarre add-on acts as both a sound amplifier and a rumble pack, although it vibrates to the sounds coming from your Game Boy rather than the in-game action. Made by Interact.



BATTERY PACK ★

£11.99

With a rechargeable battery pack plugged into your Game Boy, you need never buy batteries again. The best-value is the Rechargeable Battery Pack and AC Charger, made by Fire.



INTERACT COLOUR PROTECTOR ★

£6.99

A robust rubber surround for your Game Boy Color. It'll protect it from knocks and bumps, but not a serious drop. Better than Blaze's offering.



BLAZE PROTECTOR ★

£4.99

For: Game Boy Pocket
Once you've put your Game Boy into this pink monstrosity, it's almost impossible to remove. Protective, yes, but very ugly. Smells funny, too.

GAMESTER ZIP WALLET ★

£5.99
For: Game Boy Color/Pocket
In silver and black, this is probably the snazziest-looking of all the carry cases, and very robust. Room for two Game Paks as well as your Boy.



AC ADAPTOR ★

£4.99

All such products do the same job, and equally well, so the deciding factor might as well be price: the cheapest on offer was the Fire AC Adaptor.



MAGNIFIER ★

£4.99

All the magnifiers we tested were pretty much identical in terms of quality, and although the Electronics Boutique one looked best on our Game Boy, we had to opt for the far cheaper Interact version.



LINK CABLE ★

£4.99

We struggled to choose between the cables: they all do the same job, and, for the most part, perform equally well. At a push, though, we'd recommend the Fire Cable.



ELECTRONICS BOUTIQUE TRAVEL BAG ★

£7.99

With space for four Paks and one Boy, this isn't bad at all. Padded inserts protect your Game Boy from harm while you're in transit.



NINTENDO SLIP-CASE ★

£3.99 For: Game Boy Color/Pocket
Nintendo's basic carry case. It's very compact, it's padded for protection, and it looks great. The best of the small cases.

ELECTRONICS BOUTIQUE SLIP-CASE ★

£4.99

For: Game Boy Color
Slightly bulkier than Nintendo's version, this has space for an extra game and a Link Cable. A bit baggy around the edges, though.



NINTENDO SYSTEM WALLET ★

£5.99 For: Game Boy Pocket, but fits Game Boy Color
Spacious enough to hold two Game Paks as well as your Game Boy Color or Pocket, but still nice and bijou. Very stylish.



ADVICE BIT
Remember, always shop around before you buy accessories for your Game Boy. An item that seems pretty good value may be selling for even less just down the road.





THE LEGEND OF ZELDA: LINK'S AWAKENING

Having a spot of bother waking the Wind Fish? Then you need this guide!
By Adam Waring

You'll find everything you need here to complete *The Legend of Zelda: Link's Awakening* – plus the locations of all those tasty secrets!

However, we don't want to spoil your enjoyment of the best Game Boy game around and recommend you explore for all your worth, only turning to the guide when you're really stuck! It's up to you though, and if you want to follow the guide step-by-step, then we've numbered it all in the most logical order.

In dungeons, we've kept to just offering a helping hand with the tricky puzzles and showing you where the important items are rather than going through the same basic things again and again in tedious detail. Generally, if the doors slam shut, you'll have to kill all the enemies in the room to open them. There's plenty treasure chests, but we'll only point out the ones containing keys, maps and compasses.

The guide has been put together based on the DX versions of the game, but the general information is good for the original black and white version too. Good luck!

KOHOINT ISLAND

The map to Koholint Island is an invaluable guide to getting around! You can see the best routes from A to B at a glance – though bear in mind that you will need certain items to reach particular places on the map. For example, until you find the Roc's Feather, you can't jump over pits. The caves can be confusing too, so we show you how they join up.

Not only that, but the guide shows you where all the important locations, tasks and items are. We've numbered everything in the most efficient sequence to play the game. You don't necessarily have to do all the tasks we describe – in fact we recommend that the first time you play through you refer to the guide only when you're having a problem. Look at the point on the map you're stuck on and read the corresponding information.

In addition to completing the dungeons and other tasks listed in the main guide, there are Heart Pieces and Secret Seashells. You don't need to collect all these to finish the game but it certainly helps! You do need to complete the Trading Game, but to keep things simple, these are dealt with separately.

The best of luck, then!

KEY

F FAIRY FOUNTAIN

1-12 HEART PIECE

1-3 SECRET SEASHELL

1-14 TRADING SEQUENCE

1-42 IMPORTANT LOCATION

--- CAVE ROUTE

SOMETHING FISHY...

You'll find them here, you'll find them there, you'll find Secret Seashells everywhere! Providing you look hard enough, that is. There are 25 of these mollusks hidden around the island, though you only need to find 20 to claim your prize...

1. MABE: Hack through the bushes to the east of the Marin and Tarin's house.

2. MABE: Dig in the Southeast corner of the small BowWow's house.

3. TAIL CAVE: Use a bomb to blow through the crack in the wall.

4. MYSTERIOUS FOREST: Shift the boulder with the Power Bracelet and open the chest.

5. UKUKU PRAIRIE: Chop down the bush and dig in the middle of the grass patch to find a buried shell.

6. SEASHELL SHRINE: Once you have collected five Seashells, go to the Shrine and get a sixth for free.

7. UKUKU PRAIRIE: Dig atop the roof of the Key Shrine – an X marks the spot.

8. UKUKU PRAIRIE: Dig near the owl shrine on the plateau – to get there you need to bomb the alcove in the cave below...

9. UKUKU PRAIRIE: All but one of the boulders here are rounded. You need to pick up the odd one out...

10. UKUKU PRAIRIE: There's a Seashell hidden in the bushes just to the East of the Seashell Shrine.

11. SEASHELL SHRINE: When you have 10 shells, visit the Seashell Shrine for a freebie...

12. MARTHA'S BAY: Cut down the lone shrub on the corner of the Bay.

13. RICHARD'S VILLA: After opening the secret passage, take the left-hand path for a shell.

14. SOUTH OF THE VILLAGE: Charge the lone tree and a shell will drop from its branches...

▽ You wake up in Marin and Tarin's house. Before you depart, chat to Tarin and he'll give you the shield, muttering something about finding it on the Beach. Guess where you have to head to next...



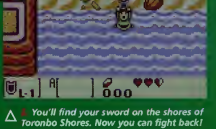
▽ 5. Deliver the Toadstool to the witch. She'll mix you a handy Magic Potion: it'll light torches, get rid of pesky Beavers... and more.



▽ Hack down the bush in front of the chest and open it up to reveal the Tail Key. Tremble in anticipation of entering your first dungeon...

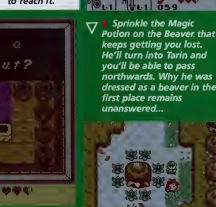


You found your Sword! It must



▽ 3. Visit the Fairy Fountain any time you're running low on energy – you'll be fighting fit again and perky as a polecat.

4. Go magic mushroom picking. You'll find the Toadstool in a remote corner of the Mysterious Forest and have to pass through a cave to reach it.



▽ Drop BowWow back at his owner's house. Before going further, now's a good time to use your new-found strength to shift the boulders that block the way to Crazy Tracy's. She'll sell you a potion that instantly replenishes your energy the moment you die! It's worth revisiting often...

▽ Before you return BowWow to his rightful owners, take him for walks in Goponga Swamp – he'll devour the flower creatures that block the way to Bottle Grotto. After completing this dungeon, you'll emerge with the Power Bracelet and be able to shift heavy boulders!



▽ 9. On your return to Mabe, you'll discover that BowWow has been dog-napped by monsters! To the rescue, then!



Collected 200 rupees yet? Then buy yourself a shovel. It's vital to enter the third dungeon, and will make bombs and the bow available for sale from the shop. In fact, if you have a further 10 rupees spare, it's worth stocking up on some explosives...



15. Lift this boulder to reveal a secret cave. Light the torches within to wake a spirit. He'll reward you for your services.

16. Take all five Golden Leaves to Richard's Villa. He'll let you push the crate and enter the passageway to the Field.

17. Hack your way through the field and then dig at the spot just below the owl to get the Slime Key.

18. You need to push the gravestones in numerical order in the direction shown. A stairway down is under the last gravestone...



19. Enter the Dream Cavern with these boots on your feet. You can now collect the Oceanina. Huzzah!

20. Let's learn a tune. Talk to Marin at the weathercock. She'll teach you the Ballad of the Windish, a mournful little ditty that's sure to come in useful later on...



21. Next up is the subquest to collect the five Golden Leaves. Give a bunch of bananas to Kiki the Monkey (see the trading sequence to see how to get this). In return, Kiki will get a bunch of monkey chums to build a bridge letting you into Kanalet Castle so you can collect the leaves.

22. Hack down the hush to uncover a secret passage into the castle.

- Use the spin attack to flatten the knight that pops his head out from the hole - and collect leaf number one.
- Pick up a rock and throw it at the crow in the tree. It'll swoop for you, so whack it with your sword for leaf two.
- Inside the castle, defeat the beasts in this room for leaf three.
- Place a bomb against this suspicious piece of wall. Defeat the knight within to get the fourth leaf.
- Throw a pot at the door to open it. Inside, you have to defeat the boss that wields the morning star. A few spin attacks and he'll give up the final leaf.

23. Use the Slime Key to unlock the entrance to the Key Cavern. You'll have to go the long way around to enter. With a bit of luck, you'll eventually emerge with the Pegasus Boots.



24. Visit the library and charge the bookshelf with your new boots on, an interesting tome will drop...



25. She's not in her usual place by the weathercock, but catching some waves at Toronbo Shores. Charm the pants off her and she'll follow like a lovesick puppy. While she's in town, try doing stuff like hitting chickens, smashing pots and digging holes...

26. The Bear in the Animal Village tells you that you'll need to get Marin to sing her song to shift the Weirus. Best go and find her then.

27. TELEPHONE BOOTH: Dash the tree next to the phone booth.

28. MARTHA'S BAY: Dig just to the left of the owl statue.

29. YARNA DESERT: Lift the boulder in the far-eastern edge of the desert.

30. UKUKU PRAIRIE: Just to the right of the Key Cavern is an island. Make sure that you slash down the bush from above - otherwise you'll knock the shell into the water.

31. MARTHA'S BAY: There's a shell under the bush on this tiny island.

32. THE GHOST'S HOUSE: After you return the ghost to his grave, around his house. You'll find a shell under a pot.

33. TAL TAL MOUNTAINS: Pick up the rock at the end of the rickety-looking bridge to reveal a shell.

34. TAL TAL MOUNTAINS: There's a Seashell-containing chest on a ledge, but how do you get to it? In the cave below, bomb the dry patch. You pass through a room with loads of chests in saw them for the way back when all their treasures are accessible.

35. FACE SHRINE: This island in the middle of the rapids is accessed from the Face Shrine.

36. KANALET CASTLE: Use the rooster to fly over the pits and collect the shell from the passage below.

37. EAGLE'S TOWER: There's a shell in the chest high up on the ledge to the left. You have to fall through the floor of the room above (with the Hinox) to reach it.

38. SEASHELL SHRINE: Once you've collected 20 Seashells, go and claim your prize - the level two sword! When your energy levels are topped up, it rapidly fires mini-blades and is a truly awesome weapon!

HAVE A HEART

You start your quest with a paltry three Hearts and gain another every time you beat a boss. But, hidden the length and breadth of Koholint Island, are 12 Heart Pieces. For every four pieces you collect, you're awarded an extra Heart of energy. Make sure you have a full quota before you face the Wind Fish!

1. There's a Heart Piece in the well – just jump down from the ledge above.

2. There's no problem plucking this plain-to-see Heart Piece when you have the Roc's Feather.

3. Shift the skulls inside the cave once you have the Power Bracelet.

4. Play the fishing game and catch all the fish. The Big Lunker under the ledge has a Heart Piece!

5. Once you've bombed your way into this cave and broken through the blocks with the Pegasus Boots there doesn't seem to be much inside – that's because you haven't looked hard enough. Bomb the right-hand wall to collect a Heart Piece.

6. This pool looks too inviting. Even more so when you dive underwater and retrieve a Heart Piece.

▽ **★** Get her to do her stuff for the Walrus. He'll fall into the drink like a big fat fool, allowing you to pass into the desert blocked by his gargantuan form.



△ **★** Whack the sandworm a few times on the head to make it drop the Angler's Key. If it gets sucked into the sand, enter the cave to retrieve it.

△ **★** These teleporters can save you a lot of messing around, and will instantly transport you to places you've already visited. If you've been to the one in Tal Tal heights before, step on this teleporter right now to get there the easy way.

28. Use the Angler's Key to drain the river and reveal the entrance to the Angler's Tunnel. You'll have to climb the cliffs, go through a cave, and drop down from above to enter the Angler's Tunnel dungeon. The flippers within allow you to cross deep bodies of water.

29. Fancy more tunes? Of course you do! Enter this underwater cave to learn Manbo's Mambo. Play this tune at any time to whisk you back to Crazy Tracy's (and buy some more of that magic potion!)



△ **★** As you wander around, a ghost will appear next to you. Take it to the house at Murtha's Bay...

31. Once your ghoulish chum has seen enough, take him to the single gravestone so that he can rest in peace...

△ **★** To enter the Catfish's Maw, dive down and swim through the subaqua passage. The Hookshot awaits inside.



...Thank you...
...a Jar...

32. How's your bank balance? If you've been saving really, really hard, and have collected 980 rupees or more, buy the bowl! Now! If you haven't, you can nick it by running around the shopkeeper and then legging it out the door. Everyone will refer to you as 'Thief' though, and next time you visit the shop, you'll be killed. Rough justice...

△ **★** Visit the Face Shrine mini-dungeon and emerge victorious with the Face Key. Slap the boss down by firing 12 arrows into him from a safe distance.



△ Use the Boomerang to clear the bushes, then jump across to enter the passageway.

△ Take a trip to this cave on Toronbo Shores. The dude inside swaps you a Boomerang for any object you have. We recommend the shovel, once you've used it to get all the secrets... You can swap back whenever you like, but the Boomerang is a nifty piece of equipment to have...



△ Move the statue to reveal a passageway to the Face Shrine proper. Using the Face Key reveals the entryway. Inside, you'll pick up a better Power Bracelet that allows you to lift even heavier things than before...



▶ The genie here will offer you the ability to carry more bombs — and if you go to capacity, huhu! (Refuse his first offer, and he'll give you arrows instead. What a nice spirit held in bondage he is!)



▶ You should have everything you need by now to cross the slippost maze. Just follow the signs (starting at the top and using the various pieces of equipment you've collected to access the trickier ones) and you'll meet Janna. For 300 rupees he'll teach you the Frog's Song of Soul. Dig it, daddy.



▶ Once you've done the trading game, go to Mabe Library and read the Dark Secrets and Mysteries of Kotohline Island. It contains directions to get round the Wind Fish egg. They change from game to game, so make a note of them.

▶ Push the weathercock to reveal a stairway. Down below is the rooster, but it's as dead as a dole. A quick burst of the Song of Soul is enough to revive it.



Wow! The Rooster has recovered!

45. Play the Frog Song of Soul to awaken the turtle, then kill it again! You can now enter the Turtle Rock dungeon! Inside you'll pick up the Magic Rod, and the final instrument. Eek!



▶ The rooster is a handy bird to have around — he's not only vital for reaching the Bird Key, but for a secret seashell too. Don't enter the Eagle's Tower until you have it or it'll be too late!



▶ 42. Time to enter the Eagle's tower... Inside you'll get the Mirror Shield.

▶ 43. Visit this third genie and he'll grant you extra carrying capacity of either bombs or arrows.



▶ The Mirror Shield allows you to pass through the flames in this passage. Top!

▶ Climb the mountain and stand before the egg. Take a deep breath and play The Ballad of the Wind Fish... The egg cracks open, so inside you go... Drop off the ledge and follow the directions you were given. You'll come to a further ledge — the Wind Fish lurks below. He's far tougher than anything you'll have faced so far, so it pays to have collected as many Heart Pieces as you could and to have paid a visit to Crazy Tracy's before you take him on. A different attack is required for each of his incarnations. Here's the way to defeat him.

- Use Magic Powder three times.
- Strike the lightning bolts he fires at you with your sword four times.
- Stay still and chop the end of his tail eight times.
- Charge him with your Pegasus Boots once.
- Shoot arrows at the eyeballs: a good 15-20 shots are required.
- Climb the stairs in front of you to finish the game and the ending sequence where you discover... that would be telling!

7. Just how do you get that Heart Piece that you keep going past in the cave in Tal Heights? By hacking down the bush and bombing the nook in the passage, that's how!

8. Go swimming in the moat around Kanalet Castle. There's a Heart Piece in its murky depths...

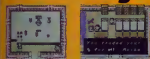
9. Fall into the sand pit in Yarna Desert and bomb the northernmost wall to find a Heart Piece.

10. This is complicated. Bomb the wall behind the Helmet Beetle, then lob another bomb at the broken boulder. Now use the Hookshot to traverse the precipice and claim the Heart Piece.

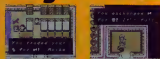
11. You'll need the Hookshot to collect this underground Heart Piece.

12. Easy... once you've fought through all the dungeons! Simply nip out the back exit of Turtle Rock and pick it up!

The Trading Game



Pay ten rupees to play the Trading Game and grab the Yoshi doll. It's easy as it's in the middle...



Take the Yoshi doll to the Squaduplets' house to stop the young 'un whining. You'll get a ribbon for your trouble.



The little BowWow in the small house will gladly swap the ribbon for a can of delicious doggy food. Yum!



Take the dog food to Sale's House O' Bananas on the beach. You'll get a bunch of 'nanas — what else...?



Monkeys love bananas so much they'll build a bridge to Kanalet Castle and leave behind a stick. Bonus!



Greedy fat Tarin can't quite reach the honeycomb, so lend him the stick, and laugh when the bees chase him off.



One of the quads is all tired out in 'til Tal Heights. Give him the pineapple. He'll give you flowers.



Give the flowers to Miss Goat. She'll send you on a letter-delivering errand for your trouble. Pahi!



Mr Write's delighted to get a love letter, and to show you his grubby blue he'll give you a broom.



Grandma Utrinal loves sweeping the floor but doesn't like fishhooks, so she'll give hers to you with pleasure.



Dive under the bridge in Martha's bay and board the fisherman's boat. He gives you a mermaid's necklace.



Give fish-girl her necklace back. She lets you to dive underwater and pluck a scale. Be discreet now!



Use the scale to do the finishing touches to the statue — a tunnel is revealed. Ah! The magnifying glass!

CHESTS: 9
SMALL KEYS: 3
TREASURE: Roc's Feather
BOSS: Moldorm
INSTRUMENT: Full Moon Cello

TAIL CAVE

Behold: the Tail Cave! (Cue dramatic music...) To enter, you need to find the key – it's in the mysterious forest.

Kill the Spikes and a secret passageway is revealed...

Push the block towards the door to open it.

Boss defeated, the only thing left to do is collect the Full Moon Cello and bid the dungeon farewell.

Open the chest to get this dungeon's treasure: the Roc's Feather! Now you can fly! (Well, jump.)

Once you have the Roc's Feather, you can open this chest and get the Nightmare Key!

THE BOSS: Moldorm
WEAK POINT: tail: It's big, bad boss time. Watch him – he not only does damage when he touches you, but will try and push you into the pits that surround the room, so keep your back to the wall. His weak point is his tail, so give it a good pounding the instant it comes in range of your sword. Don't forget to pick up the heart he has when he expires.

Guess what? There's a small key in this here chest!

See that dodgy-looking section of wall? Blow it open with a bomb so you can collect the Secret Seashell from the chest beyond, if you don't have bombs yet, you'll have to come back when you do!

Whack these penguins! Stop them changing suits: you need to stop them all on the same suit in order for a chest to appear. Inside is the Stone Beak, which you can use to get clues from the owls.

Defeat all the nasties in this room and a chest will appear. At last, you have the Dungeon Map!

Whack the Helmet Beetles into the pits at the side of the room. A small key will appear for your trouble.

Open the chest to collect the Compass. This handy device shows you where all the chests are.

Stamp on the button and a chest appears, inside is a small key.

Equip the Roc's Feather and jump over the spiky rolling pin as Rolling Bones rolls it at you. Give him a few sword slashes and he'll soon give up the ghost. A teleporter will appear, allowing you to move quickly between the entrance and this room.

BOTTLE GROTTO

The key to this dungeon first time round is Bow Wow; take him for walks in the swamp and he'll eat his way through the plants that block the way.

CHESTS: 10
SMALL KEYS: 5
TREASURE: Bracelet
BOSS: Genie
INSTRUMENT: Conch Horn

Light the lamps to freeze the Boos. Then hack them to pieces while they're defenceless. A chest will appear, inside's the Power Bracelet!

Don't leave this chest unopened - there's a key inside!

Kill everything to reveal a secret passage.

Watch your step here - just the fan in the corner backs you in. The chest contains the Owl's Beak.

Dispose of the Pops Voice first, by throwing a pot or bomb at it, followed by the Keese, and finally the Stallions. Do it in the correct order and the Nightmare Key is yours for the taking.

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THE BOSS: Genie
 Stick to the bottom of the screen and wait until he starts juggling fireballs. Run left and right at the foot of the screen to avoid the fireballs he hurls at you. When he hides in his bottle, whack it with your sword, then pick it up with the Power Bracelet and throw it at the wall. After three such attacks, swap the Bracelet for the Rock's Feather and get ready for the second phase. The Genie produces copies of himself which whirl around the room. When he becomes solid, leap over his fireball and whack him for all you're worth!

14

Nab the Conch Horn and get outa here!

16

The Mimics mirror your every move. Position yourself back-to-back with them and unleash a Spin Attack to get rid of them and yourself a key.

Slap down those Stallions and you'll be awarded a key for your trouble.

Whack the Crystal Switch with your Sword and the barriers at the bottom of the room will disappear. Almost any weapon will operate switches.

Knock the Helmet Beetle into the void and claim the Map from the chest.

Push the blocks together to access a secret passageway...

Bit dark, isn't it? Lighting the torches with Magic Powder not only allows you to see through the gloom, but also opens the door on the right. Huzzah!

Stomp on this switch and the chest appears. There's a nice shiny key inside!

Do your stuff to this Mimic and you're awarded the Compass!

You can't reach this switch while it's surrounded by barriers. Unless you do a spin attack, that is (hold down the Sword button and let go when it starts to flash). Now you can get the key from the chest, and exit the room on the right.

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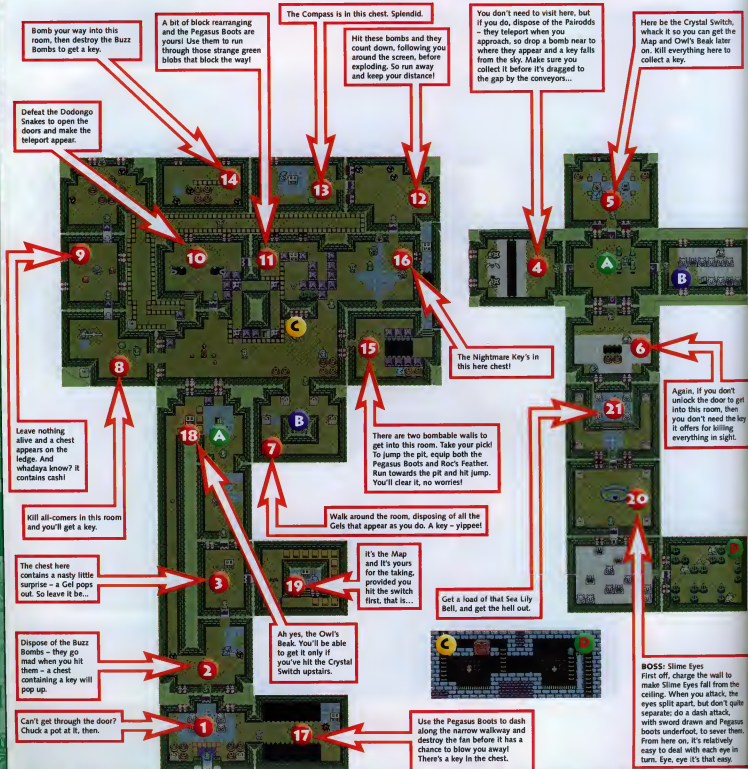
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CHESTS: 10
SMALL KEYS: 9
TREASURE: Pegasus Boots
BOSS: Slime Eyes
INSTRUMENT: Sea Lily Bell

KEY CAVERN

Find the five Golden Leaves and have a dig in Richard's back garden to get the Key Cavern key. Make sure you're well stocked with bombs, too...

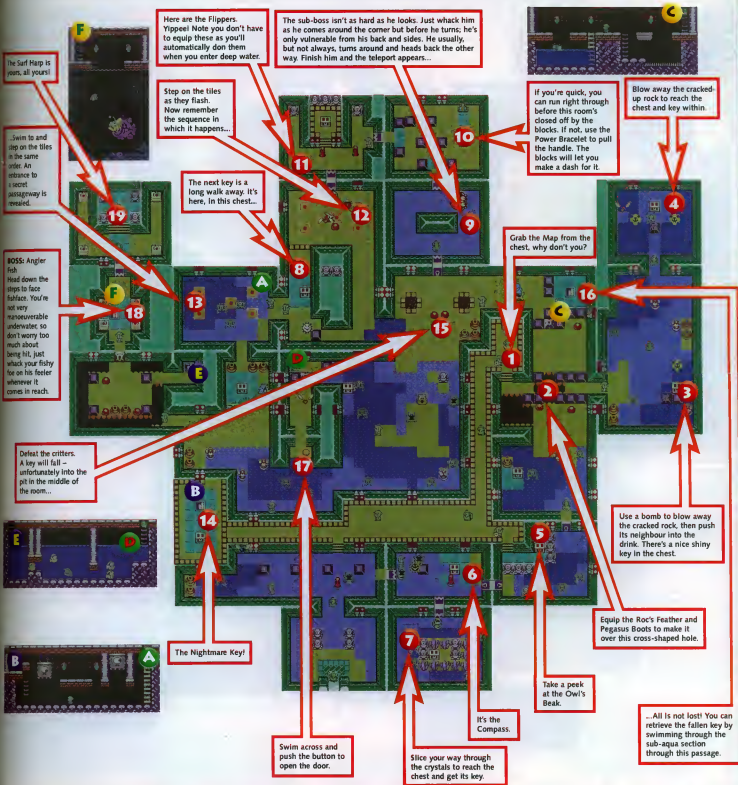


BOSS: Slime Eyes
 First off, charge the wall to make Slime Eyes fall from the ceiling. When you attack, the eyes split apart, but don't quite separate: do a dash attack, with sword drawn and Pegasus boots underfoot, to sever them. From here on, it's relatively easy to deal with each eye in turn. Eye, eye it's that easy.

ANGLER'S TUNNEL

CHESTS: 12
SMALL KEYS: 5
TREASURE: Flippers
BOSS: Angler Fish
INSTRUMENT: Surf Harp

Once you've got the Angler's Key, head for Tal Tal heights. You'll notice a lock in a rock, which drains the river. You'll have to round to get in, though.



CHESTS: 10
SMALL KEYS: 3
TREASURE:
 Hookshot
BOSS: Slime Eel
INSTRUMENT:
 Wind Marimba

CATFISH'S MAW

You have to dive deep to enter the Catfish's Maw. The entrance is marked by a row of rocks on the left-hand side.

Beat bone-head for the fourth time and he surrenders his treasure: the Hookshot! This is an invaluable piece of equipment: it'll hook onto all manner of objects including chests, blocks, and those curiously rounded rocks, pulling you over pits. You can use it to grab out-of-reach items and as a ranged weapon too.

Push the two upper blocks together so that they form a square with the lower two. You'll have to clear some of the crystals away, of course. A key is your reward.

Grab the Marimba and hootfoot it out of there!

It's the Map!

Your third encounter with big ol' Staffos. Do him over. Again.



You've beaten all the baddies and the door won't open? Shift those pots too and a Gel will appear on the other side of the blocks...

BOSS: Slime Eel

Keep right to the edge of one side of the room to steer clear of the swinging ball. When he pokes his head out of one of the holes in the wall near you (and his tail's out of the way), line yourself up with him and hookshot him. If you see a heart, whack it for all you're worth. If not, try again. You'll get him eventually.

This pool of water looks suspicious, doesn't it? Dive deep, and you'll emerge with the Nightmare key!



It's not really necessary to defeat the Gohmas, though it'll save you a journey. They scuttle back and forth, stop, then open their single eye. Shoot them directly in the eye with an arrow. If they move towards you, get out of the way. If they shoot at you, get out of the way. Deal with the bottom one first.

Hookshot onto the chest to get over the pit and grab the key inside.

Hookshot the block and you'll be whisked to the other side, safely out of the way of those Slicing Blades!

Slaughter the enemy like pigs and you'll receive the Beak.

You'll find the Compass in here, so you will.

Your first encounter with the Staffos sub-boss. Keep a wide berth until he has a swipe, then hack him to pieces. Place a bomb on his bones while he's down. If you're quick enough, he'll soon retreat...

This chest is empty! That's because the Staffos sub-boss has nicked the treasure inside! Better get on his trail...

We meet again! But just as you have him beat, the Staffos scarpers again.

You'll have to enter and re-exit this room several times, each time pushing the blob in the middle. Press the switch to open the door on the right, then head through it.

There's a key here, go get it!

FACE SHRINE

There are actually two shrines; the small South Shrine holds the key to the Face Shrine proper. Things start to get complicated now...

CHESTS: 11
SMALL KEYS: 3
TREASURE: Power Bracelet
BOSS: Facade
INSTRUMENT: Coral Triangle

Kill everything and the Map-holding chest will appear. To tick the Crystal Switch when it's surrounded by barriers, shoot it with an arrow and quickly move over the recessed barriers.

Nip out this stairway for a breath of fresh air. And get a secret seashell while you're at it... To open the door, throw the two horses heads until they stand upright.

Pick up the Compass from the chest as you pass through.

When the barriers are down, vanquish your foes and a key will appear.

It's the Owl's Beak, Champion!

The button that opens the door is under the pot in the top-left corner.

Light the two torches and the two nasties will transmogrify into a couple of fairies. Handy for facing what lies beyond...

It's the Coral Triangle. Marvelous!

BOSS: Facade
 Hide behind the shield to avoid the tiles, then keep out of the way of the flying pots. Now it's simply a case of dropping bombs as Facade appears in the middle of the floor. A few well-placed bombs and he's history. Easy, eh?

Throw a pot at the chest to open it and retrieve the Nightmare Key!

Use the hookshot to get across the gap and use the final key to open up the rock. On the way back you have no choice but to drop down into the waters below.

See the path that slopes between two torches? Plink a bomb there...

The Level Two Power Bracelet is in the chest! With it you'll be able to lift huge statues. Start with the one blocking the door. From now on, whenever there's no obvious way through a door, try throwing a pot or statue at it!

To kill the ghost and open the door, push the bottom block towards the laser eye, then lob a bomb at the vanishing ghost so it gets him as he reappears.

The doorway at the top of the room simply loops you back two rooms below. Pick up the left-most statue instead to reveal a secret passage...

This sub-boss isn't so hard. When he throws the ball at you, throw it back. A few hits and the teleport appears.

There doesn't seem too much in this room, does there? Wrong! Bombs the top wall, near the centre...

There's a key in this chest. Best grab it...

Dark in here, isn't it? But don't be scared, just kill the Gels and a passageway will appear.

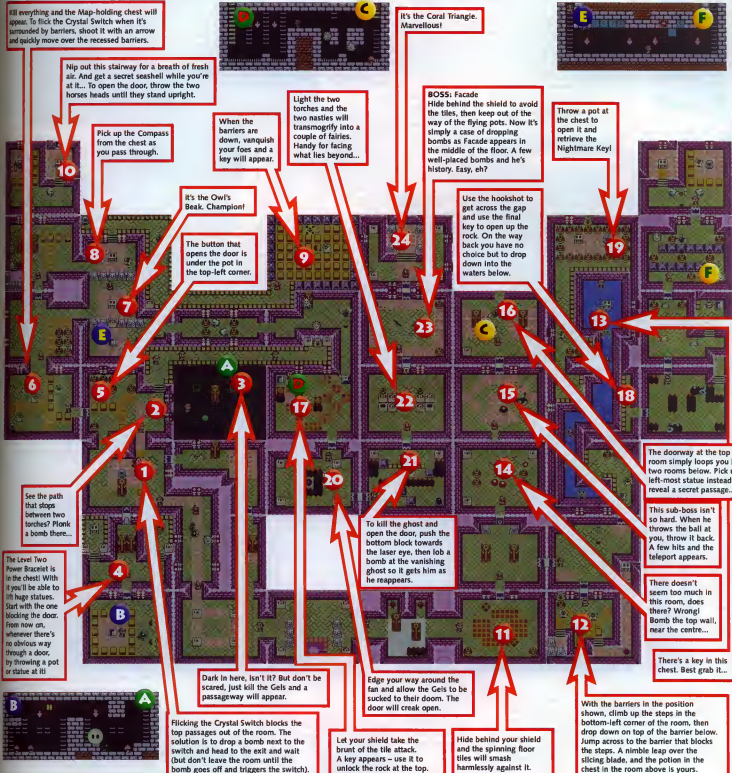
Edge your way around the fan and allow the Gels to be sucked to their doom. The door will creak open.

Let your shield take the brunt of the life attack. A key appears - use it to unlock the rock at the top.

Hide behind your shield and the spinning floor tiles will smash harmlessly against it.

With the barriers in the position shown, climb up the steps in the bottom-left corner of the room, then drop down on top of the barrier below. Jump across to the barrier that blocks the steps. A nimble leap over the sliding blade, and the potion in the chest in the room above is yours.

Picking the Crystal Switch blocks the top passages out of the room. The solution is to drop a bomb next to the switch and head to the exit and wait (but don't leave the room until the bomb goes off and triggers the switch).



CHESTS: 9
SMALL KEYS: 3
TREASURE: Mirror Shield
BOSS: Evil Eagle
INSTRUMENT: Organ of Evening Calm

EAGLE'S TOWER

This complex dungeon spans several floors – fall from a higher floor and you end up on the one below! Serious demolition work is necessary here!

BOSS: Evil Eagle
 Equip your shiny new Shield and Sword and stand towards the centre of the screen. There are a number of attacks, and you'll have to be quick. First, he flies horizontally across the screen at various heights. If he's in reach, smack him with the sword. If not, switch to the hookshot or ignore him. Next, he'll either swoop down or fire feathers at you. Hold your shield and push in the opposite direction to avoid being blown off the tower. You'll have to survive quite a few attacks before you're eventually victorious.

Climb back down the tower and collect the Organ of Evening Calm. You deserve it.

Push the blocks together (the right-hand one is guarded, so be careful) and the Nightmare Key appears.

Attention! This is how the third floor looks before you knock the supporting pillars down, but there's no real need to visit until you do!

Picking up the potion is tricky as you have to throw the horses' heads so they land upright while avoiding the beam of the laser eye. It's worth getting, though, as the boss is a very tricky customer...

To beat the Grim Creeper, you have to defeat all six bats at once; they will constantly attack in various formations until you do. Get that spin attack ready!

Lob the ball at the pillar. One down, three to go. To get to the room due south while the barriers are raised, use the Pegasus Boots and Roc's Feather combo for a running jump.

Throw the horses' heads so they both land upright. A chest appears with a handy map inside.

Hookshot your way over the corridor onto the opposing ledge and head up the stairs for the showdown...

Carry the ball into the north-west corner and throw it into the main area of the room. You won't hit the pillar from here, but don't worry; you'll be back later to finish the job...

Stop the penguins so they all display the same suit and collect the Compass from the chest. Head downstairs.

The final pillar, how exciting! Throw the ball to send the rooms above crashing down and create a new layout to the rooms above.

Grab the heavy wrecking ball and throw it towards the exit that becomes blocked. Now quickly pull the lever that unblocks the exit, grab the ball and make good your escape. Once you've taken the ball from the room, you'll be able to dash through here quickly without pulling on the lever.

The Owl's Beak is in this here chest.

There's a key in the chest on the ledge. Not that you need it – the door it unlocks doesn't actually lead anywhere...

Cower in the corner behind the Shield until the tiles stop bombarding you and the door unlocks.

You should see the wrecking ball. Pick it up and knock down the third pillar. Place a bomb between the two torches in the south wall and take the ball with you through the resulting hole.

Throw the ball at pillar number two, then visit the Crystal Switch in the room to the south so the barriers are reseeded.

Throw the ball across the small gap. Then defeat the Penguins so that they all stop on the same suit. A chest will appear. Go all the way around, so you come back into this room through the broken walls and hookshot across to the chest. Pick up the ball again.

There are two ways to get the mirror shield from the chest – either come up into the room when the barriers are down (easier said than done!) or use a key to unlock the rock in the room to the south. Once you've collected the treasure, fall down the small ledge on the right of the room to land on the ledge...

To get to this chest (and the Seahell within) fall down a pit on the left-hand side of the room with the Hinox in it.

If all's well and good, this stairway will be unblocked (if not, you're going to have to go back to a Crystal Switch and give it a thrack). Head up the stairs...

Defeat the Like Likes and use the key they drop to head through the locked door and continue upstairs.

Defeat the Hinox and nab the key he leaves behind.

There's another cracked wall here; bomb it but don't go through it. Instead, push the blocks to your left in such a way that you can get through them.

CHESTS: 9
SMALL KEYS: 3
TREASURE: Mirror Shield
BOSS: Evil Eagle
INSTRUMENT: Organ of Evening Calm

EAGLE'S TOWER

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Grab the heavy wrecking ball and throw it towards the exit that becomes blocked. Now quickly pull the lever that unblocks the exit, grab the ball and make good your escape. Once you've taken the ball from the room, you'll be able to dash through here quickly without pulling on the lever.

The Owl's Beak is in this here chest.

There's a key in the chest on the ledge. Not that you need it – the door it unlocks doesn't actually lead anywhere...

Cover in the corner behind the Shield until the tiles stop bombarding you and the door unlocks.

You should see the wrecking ball. Pick it up and knock down the third pillar. Place a bomb between the two torches in the south wall and take the ball with you through the resulting hole.

To get to this chest (and the Seashell within) fall down a pit on the left-hand side of the room with the Hinox in it.

If all's well and good, this stairway will be unblocked (if not, you're going to have to go back to a Crystal Switch and give it a throw). Head up the stairs...

Defeat the Like Likes and use the key they drop to head through the locked door and continue upstairs.

Defeat the Hinox and nab the key he leaves behind.

There's another cracked wall here; bomb it but don't go through it. Instead, push the blocks to your left in such a way that you can get through them.

Throw the ball at pillar number two, then visit the Crystal Switch in the room to the south so the barriers are receded.

Throw the ball across the small gap. Then defeat the Penguins so that they all stop on the same suit. A chest will appear. Go all the way around, so you come back into this room through the broken walls and hookshot across to the chest. Pick up the ball again.

There are two ways to get the mirror shield from the chest – either come up into the room when the barriers are down (easier said than done!) or use a key to unlock the rock in the room to the south. Once you've collected the treasure, fall down the small hole on the right of the room to land on the ledge...

COLOR DUNGEON

CHESTS: 6
SMALL KEYS: 3
TREASURE: Red or Blue Tunic
BOSS: Color Monster

You can only access the Color Dungeon if you're playing on a Game Boy Color, naturally enough. You learn how to find the dungeon by charging the bookshelf in the library with the Pegasus Boots – you can enter earlier, but you'll find it tough...

As you attack, the boss changes colour from blue, through yellow, to red. However, if you sit up for a moment, he'll start to heal himself. You have to show no mercy – keep hitting him and he'll eventually give up the ghost and allow you to pass.

It's reward time! You can take your pick of either a red or blue tunic. The red gives you double damage with your sword attack (much like having a permanent Piece of Power) while the blue means you take half damage (like a Guardian Acorn). Choose wisely... (then again, if you don't choose wisely enough, you can always come back and select the other colour...)

Whack the round creatures into their correspondingly coloured holes. You'll get a small key for your trouble...

Heed the warning you were given when you entered the dungeon; sheath your sword and sprinkle fairy dust on the Slime Boss.

Kill the Gels to get the Map.

It's the Nightmare Key. Tremendous!

Hit the Crystal Switch to flip the barriers...

Whack the heads until they're blue for the door to open up. The order is middle-left, middle-right, middle-top and middle-bottom.

The button that opens the doors is under the pot in the top-left corner of the room.

Tell the ghosts what colour they are – they'll move aside and let you pass...

You have to turn all the heads on the floor blue. The easiest way is to hit the top-left one, then the bottom-right one. You get the Compass for your trouble. While you're here, place a bomb at the bottom wall.

There's lots of lovely lolly to collect in this secret room. Get rich quick!

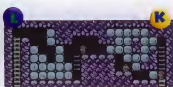
Grab the key from the chest.

Keep out the way of the falling rocks, and swipe the Rock Boss with your sword when you get the chance. Watch out – every time he jumps you'll be knocked to the ground.

To turn the heads blue, hit the bottom-right head first, then whack the top-left a couple of times. A key chest will appear...

Whack the green critter into the green hole and the red fellow into the red hole. You'll get the Owl's beak for your pains.





Well spank my ass and call me Charlie. It's the Thunder Drum – the final instrument!

BOSS: Hot Head
It's quite a straightforward fight; keep shooting at Hot Head with your Magic Rod, only pausing to get out of the way of a lava splash. You'll soon kill him.

Nip outside for a breath of fresh air (and a Heart Piece)...

Fill in the entire floor with the rolling rock and you'll win the Nightmare Key. Oh yess!

It's awfully dark in here. If you light the torches you might just see a crack in the left wall...

A bit of block shifting is required before you can access this key's chest.

Shoot the statue with an arrow to get a key.

Use the Magic Rod to light the torches. A chest appears with a key inside.

Defeat the bat to snag yourself a key.

Be careful not to get sucked in by the fan when you go for the chest. The Compass is inside...

Fill in the floor with the rolling rock and a chest containing some trivial monetary reward appears.

Hookshot across from the top ledge and unlock the rock to get to the passageway. Note that a bomb in the bottom-left corner will create a handy shortcut...

The Map is obtained by pushing the top and bottom blocks to the left, then pushing the middle block either up or down. Plunk a bomb by the broken wall to blow your way through.

Push the rock into the lava. You can control its direction – and the pathway it leaves behind it – with the D-pad.

TURTLE ROCK

CHESTS: 13
SMALL KEYS: 7
TREASURE: Magic Rob
BOSS: Hot Head
INSTRUMENT: Thunder Drum

Don't spend too long congratulating yourself on getting to the final dungeon; you still have a mammoth task ahead. Turtle Rock is huge, with 46 rooms, six secret passages, and more sub-bosses than the entire Russian submarine fleet.

Re-enter the dungeon via this set of stairs and bomb the Dodongo Snakes from above. A chest will appear with a handy key inside...

If you didn't hit that Crystal Switch earlier, you've got a long trek ahead of you. Otherwise open the chest and pull out the Magic Rod!

Boxing Bisino is one tough sub-boss. Make sure the Roc's Feather is equipped and be ready to leap out of the way as soon as he starts swinging uppercuts – if one connects he'll knock you right to the start of the dungeon. Get round beside him to land a few sword-swings. When you beat him, the teleport appears.

Defeat the mummies for a small key, but keep moving – otherwise the floor will give way.

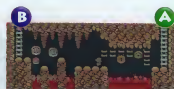
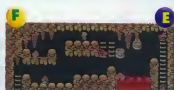
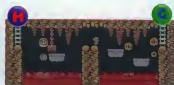
Make sure that you bomb the left-hand wall – an arrow on the floor shows the spot.

Hit the Crystal Switch once, and once only (if you die, you'll have to do it again). You can also create a shortcut by bombing the west wall.

Carefully push the rolling rock so it completely fills up all the gaps in the floor. A small key will appear. Also, place a bomb near the middle of the top wall.

Kill all the snakes and the Owl's Beak appears. Fabulous!

A switch under the top-left pot opens up the doorways in this room.



TETRIS MASTER

The human brain is capable of handling seven different concepts simultaneously. Tetris DX comes with seven shapes to be handled. Draw your own conclusions as you tread the path to enlightenment. By Jim McCauley

THE ZEN OF TETRIS

You might think that *Tetris* is just a game. You are wrong. It is a state of mind. The amateur Tetrisian will muddle along, paying no heed to the entirety of the *Tetris* concept. The true Tetrisian embraces the oneness of *Tetris* and combines the game's subtleties with his own mental limitations. The brain can juggle seven concepts at once. *Tetris* has seven pieces.

Therefore, to become one with *Tetris* you must clear your mind of all rational thought to make room for all seven pieces. Enter a dark, quiet corner, sit or lie down and try to think of nothing. Breathe deeply and steadily all the while. The moment a thought or idea comes into your head, banish it and start again. You will at first find this impossible for more than a

couple of seconds, but persevere; it is a mental training technique that will ready you for the journey to true Tetricity. Do this exercise for a few minutes before every game, and see your abilities expand.

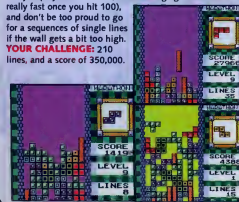


△ Save your long shapes to help you complete groups of four lines. If you're only going to clear two with it, wait. Another will come.

couple of seconds, but persevere; it is a mental training technique that will ready you for the journey to true Tetricity. Do this exercise for a few minutes before every game, and see your abilities expand.

FOCUS ON... MARATHON

Ah, *Tetris* in its purest form. The aim here is to get 200 lines, and Tetris DX's more fluid controls makes this more achievable than in the original Game Boy *Tetris*. It's still not easy, and you'll never get far past 200 because the pieces start falling faster than you can drop them yourself. Work on the blocks of four, be aware that things speed up a little after every ten lines (unless, like me, you play on level nine, where things go from fast to really fast once you hit 100), and don't be too proud to go for a sequences of single lines if the wall gets a bit too high. **YOUR CHALLENGE:** 210 lines, and a score of 350,000.



FOCUS ON... ULTRA

You have three minutes to score as many points as you can. But as this is against the clock, this is also a fine place to hone your dropping skills. Rotate each piece while it's at the top of the screen, position it, and then drop it into place. Not only do you speed things up, you also score points for dropping pieces rather than letting them fall. Plus, you're training yourself for playing on the faster levels. Oh, and once you're into the last 20 seconds and there's no sign of a long'un, go for the singles and salvage every last point. **YOUR CHALLENGE:** Get more than 6,500 on level 0. It's not as easy as it sounds.

FOCUS ON... 40 LINES

Another one against the clock, so you'll be wanting to use everything you learned playing Ultra here. Scores don't matter, so you don't have to aim for blocks of four. Just fill in those lines as quickly as you can. Things get more interesting when you start playing at different heights, and level five on any skill setting makes good training for when things get a little high on the Marathon game. The ultimate aim, of course, is to complete 40 lines on Skill nine, Height five. But I won't ask you to do that. **YOUR CHALLENGE:** Skill 0 in under three minutes. Go on, I dare you.



TETRISSCHOOL

THE TETRIS BASICS

To the true Tetrisian who has been practicing his art since Tetris first appeared, 12 whole years ago, the so-called Marathon game is Tetris in its truest form. Ignore the scoring of points, the rewards for completing four lines simultaneously, the music and the gaudy graphical rewards when a game is finished, and concentrate on the basics. You must keep a number of things in mind when playing the Marathon, all of which will serve you well in the other games. There are the pieces at the bottom. There is the piece currently in play. And there is the piece that is yet to come. They represent the past, present and future, and you must be watching all of them, or disaster will surely follow.

To both the purist and the points-scorer, the clearing of four lines at once is the ultimate Tetris achievement. The best route to follow is to discipline yourself in leaving one column empty, ready for a long piece to be dropped in. So when the game starts, build a four-block-high vertical line one block away from the side of the screen; once done, you can build up the rest of the wall with impunity and wait for the long piece to arrive. Often you'll find that a long piece comes when the wall isn't quite complete, and you

might be tempted to drop it in place anyway and go for three lines instead. Don't. Another will come soon enough.

Completing those four lines is, however, but the icing on the cake, and there are more ingredients to consider. Each piece has its uses, and it's easy to waste one by not looking properly at the layout of your wall, or at the piece that's coming next. Consider a wall that has two holes to fill, each three blocks deep, but one of them has an extra block to the side. You have an L-shaped piece in play that will fit both holes. It might seem appropriate to drop it into either hole, but the clever way to play is to drop it into the hole with the extra block at the side. Then, if the opposite L-shape comes down, you'll have somewhere to put it. Easy, see? The trick lies in knowing off by heart every permutation of every piece, so that you know what fits where, and whether it'll mess up the placement of the next piece.

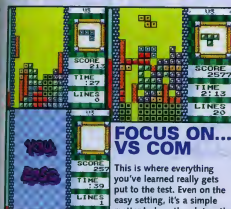
Speaking of permutations; use of the A and B buttons. Having two buttons to rotate in opposite directions serves only to complicate matters, and even when the pieces are dropping at the ultra-fast, post-200 line rate you'll still have time to make three turns to effect the result of

So, young novice, these are the seven shapes you must master if you wish to progress on the path to enlightenment.

using the other button. In short, use one button (I always plump for B) and stick to it. It's one less thing to worry about.

The final point to remember is this: Never panic. It's not easy when you're almost at the top of the screen and the music's going at 78 rpm, but do your best.

If you're three-quarters of the way up the screen and that long piece simply isn't coming, relax and start whittling it back down again. Go for the obvious single lines and you'll find that you quickly get back down to ground level. And then you can start on another block of four...



FOCUS ON... VS COM

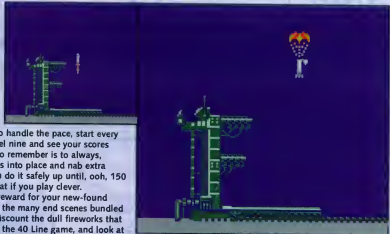
This is where everything you've learned really gets put to the test. Even on the easy setting, it's a simple matter to lose the plot as the computer player throws line after line your way. So, play fast and play clever. Don't get bogged down in going for blocks of four; just throw what you can at the evil computer genius and wear him down through attrition. Even if you're not working on fours, if the computer sends you a bunch of lines and you can get your blocks down to the empty column, you can drop a long block down that and send him four back. Sorted.

YOUR CHALLENGE: Beat the computer on Hard. Even I have trouble with that.

FOCUS ON... HIGH SCORES AND ENDINGS

The simple rule to remember is this: The higher the skill setting, the more points you'll get. A block of four on level 0 is worth 1,200 points; the same block of four on level nine will net you 12,000 points. So if you're after points and you've enough of a Tetrisian to handle the pace, start every Marathon game on level nine and see your scores rocket. The other rule to remember is to always, always drop your pieces into place and nab extra points for that. You can do it safely up until, coo, 150 lines, and even after that if you play clever.

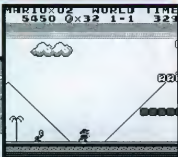
And what is your reward for your new-found Tetris mastery? One of the many end scenes bundled with the game. We'll discount the dull fireworks that greet you at the end of the 40 Line game, and look at the Marathon endings. For anything up to 100 lines you'll see little rockets (and even a champagne bottle) fired off with comical results. Get close to 200 and the Space Shuttle will make an appearance, but not quite make it off the launch pad. Get 200 lines on level 0 and the Statue of Liberty goes into orbit, while if you achieve the ultimate and get over 200 lines on level nine... Well, you'll have to work that one out for yourself, but you might find a clue on the box.



THE GREAT

SUPER MARIO LAND

Press 'A' when Mario enters the bonus room; he'll be lined up with a ladder that leads to a room containing three lives.



SUPER MARIO LAND II: SIX GOLDEN COINS

Press 'Select' on the option screen, and an easy mode will be made available to you.

ODD WORLD ADVENTURES

Press 'Left' on the games-peak screen to start chanting, then enter the password screen and quickly tap the D-pad. Enter these codes as passwords to get to the desired levels:



LEVEL	CODE
2.0	jcbcm
2.1	jmbcc
2.2	jmcdb
2.3	jpcdb
2.4	jtcdb
2.5	stccs
2.6	sbctc
2.7	btfcq
3.1	tbtkc
3.2	tbtkb
3.3	tbtdc
3.4	tbtdf

STAR WARS: RETURN OF THE JEDI

Enter these codes to reach the desired level...

LEVEL	PASSWORD
Dance Hall	SNKMTD
Sail Barge	RWVJBC
Endor	TFGBMN
Ewok Village	HJMPL
Power Generator	QGTGDD
Death Star	PSVZKL
Tower	SPFSW
Death Star mission 1	CCGYON
Death Star mission 2	KFGZXQ



WARIOLAND II

To select a level...

Press 'A', 'B', 'B', 'A', 'B' then 'A' at the title screen.



F1 RACE

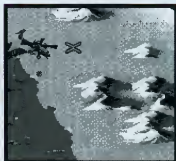
CONTROL DEMO:

Press 'A' or 'B' to control the speed of the car during the demo mode.

DESERT STRIKE

Enter the following codes to skip to the level marked...

LEVEL	PASSWORD
2	FJHGGL
3	GBXHDZ



TENNIS

To win a game quickly, toss the ball up when serving and stand directly underneath it, making sure the ball lands on your head. Cunningly, this results in a point in your favour.



A BUG'S LIFE

Enter 8126 as a password, then these codes for the levels...

LEVEL	CODE
1	91kk
2	bl26
3	5p9k
4	6652
5	blk2
6	2pib
7	6562
8	158b



GOLF

TO REPEAT A TEE-OFF...

Press 'Start' + 'Select' + 'A' + 'B' simultaneously to reset the game

when the ball is in the air. Resume the game to return to the last tee you played.

TIP-OFF

The honourable man does well, but it's the cheat that prospers...
(Old PGB proverb.)

TETRIS

TO PLAY IN TURBO MODE...
Hold 'Down' and press 'Start' at the title screen to begin playing. A small heart will appear with the level number.

TO PLAY EXPERT MODE...
Press 'Start' to pause, then press 'Select'. The preview window will now not show the next piece before it falls.

TO SEE THE FIREWORKS...
Rockets will appear after completing a level 9 height 5 B game, or when passing 100,000 and 200,000 points in a type A game.



LOONEY TUNES

Find the water in level one, and walk through it. On the other side, you'll find a fake wall. Pass through, and enter the chamber where the frisbee power-up is hidden. Bargain!

FROGGER

After you die, on the hi-score screen press 'A', 'B', 'A', 'B', 'Select' then 'Start'. Go to the main menu, and a cheat menu appears!



JAMES BOND 007

For the card shark in you...
TO PLAY THE BLACK JACK MINI-GAME,
Enter BJACK as a name.

TO PLAY THE BACCARAT MINI-GAME,
Enter BACCAR as a name.

TO PLAY THE RED DOG MINI-GAME,
Enter REDOG as a name.

TO GET EXTRA MEDI-KITS...
Begin the game and enter the house. Take the medi-kit from the top bunk, save the game, then quit. Resume the game and enter the

house to find another medi-kit in the same place. This can be repeated no more than ten times.

TO FIND THE M.A.R.B.L.E...
Go to London, pass Miss Moneypenny, give the plans to M, and go and find Q. Move above him to occupied chair. Then Press the 'B' button, and Q will say "Don't touch that 007!". Then Press 'B' again and the chair will disappear, revealing a secret hole. Enter the hole to locate the M.A.R.B.L.E. It can not be used until the game has been completed; The ending will be normal until Bond tosses it into the river. It will

magically turn into a canoe, in which they'll paddle off to a submarine.

SECRET SHENANIGANS IN THE CASINO...
When in the Marrakech casino, play any one of the casino games. If you win around \$17,000, your opponent will tell you that you're 'a high roller' and the casino will foot the bill for your visit. Return to the hotel and talk to the manager behind the desk; he'll then give you the presidential key that will open the locked door on the first floor.

TUROK: BATTLE OF THE BIOSAURS

Enter these codes to get to the desired level...

LEVEL	EASY
2	GRZNNPCRDB
3	DVZNDPBTNG
4	GVZNDPBTNG
5	PCVYGRBTDK
6	RCVYGRSTDR
7	VSVYTRSDQG
8	RSQPTNSQNW

HARD
GZNNPCZGG
DLZNDPCTLR
GLZNDPBTLR
PPVYGVBTBQ
RVVYGRSTBC
KVYTRSQBK
RKQYTRSQBQ

TUROK 2

TO GET ALL THE WEAPONS
Enter DLVTRKBWPS as a password.
FOR UNLIMITED LIVES
Enter DLVTRKBLVS as a password.
FOR UNLIMITED ENERGY
Enter DLVTRKBNRG as a password.
FOR BIRD MODE
Enter DLVTRKBBD as a password.
TO SKIP LEVELS
Enter the passwords shown below:

LEVEL	EASY
2	DVYLWKVYNL
3	GRYLWKVVNR
4	DRYLSRWVRY
5	GVZLSRWQKZ
6	DVZLSVQKK
7	GRZLSVSOZY
8	DRZLSVSOQZ
9	GVYNBVBQGD



TO SELECT THE LEVEL
Enter DLVTRKBLVL as a password.

MEDIUM
QVYLWKVYDT
TRYLWKVVNR
QRYLSRWVTS
TVZLSRQCKB
TRZLBSVQRL
TRZLBSVQKB
QRZLBSVQKS
TVYNBVBQRL

TETRIS DX

TO PLAY EXPERT MODE:

Press 'Start' to pause, then press 'Select'. The preview window will now not show the next piece before it falls.



TO REVERSE MOVEMENT...
Hold 'Left' or 'Right' while any piece except a long bar or square is descending until it touches a wall. Then, still holding 'Left' or 'Right', rapidly tap 'A'.

TO SEE THE HIDDEN SCREENS...
Allow the game to remain at the main screen until the demo mode begins. Press 'Select' to see a screen featuring swimming fish. Press 'A' to return to the next part of demo mode, then press 'A' again to display a screen with confetti and the Nintendo logo. Press 'B' to return to the next part of demo mode, then press 'B'. Eventually a screen featuring a blackboard will appear.

TO RESET THE GAME...
Press 'Start' with 'Select' + 'A' + 'B' during gameplay.

TETRIS ATTACK

TO PLAY IN EXPERT MODE...

Select single-player mode and choose the 'Vs. Com' option. Hold 'Up' + 'Select', then press 'A' at the difficulty selection screen.

TO FIGHT AGAINST BOWSER...

Enter 78RN5878 as a password.

To skip levels, enter these passwords

LEVEL	NORMAL	EXTRA
1-1	00JJ060	J0JJ060
1-2	00HJ0160	J0HJ150
1-3	00JJ150	J0JJ0150
1-4	00HJ0250	J0HJ240
1-5	00JJ240	J0JJ0240
1-6	00HJ0340	J0HJ330
1-7	00JJ330	J0JJ0330
1-8	00HJ0430	J0HJ420
1-9	00JJ420	J0JJ0420
1-10	00HJ0520	J0HJ510
2-1	00I000G0	J0I0J0F0
2-2	00HJ1F0	J0HJ001F0
2-3	00I001F0	J0I0J1D0
2-4	00HJ02D0	J0HJ002D0
2-5	00I002D0	J0I0J2C0
2-6	00HJ03C0	J0HJ003C0
2-7	00I003C0	J0I0J3B0
2-8	00HJ04B0	J0HJ004B0
2-9	00I004B0	J0I0J490
2-10	00HJ0590	J0HJ00590
3-1	00JJ0F0	J0JJ00F0
3-2	00HJ01F0	J0HJ1D0
3-3	00JJ1D0	J0JJ01D0
3-4	00HJ02D0	J0HJ2C0
3-5	00JJ2C0	J0JJ02C0
3-6	00HJ03C0	J0HJ3B0
3-7	00JJ3B0	J0JJ03B0
3-8	00HJ04B0	J0HJ490
3-9	00JJ490	J0JJ0490
3-10	00HJ0590	J0HJ580
4-1	00I000P0	J0I0J0N0
4-2	00HJ1N0	J0HJ001N0
4-3	00I001N0	J0I0J1M0
4-4	00HJ02M0	J0HJ002M0
4-5	00I002M0	J0I0J2L0
4-6	00HJ03L0	J0HJ003L0
4-7	00I003L0	J0I0J3K0
4-8	00HJ04K0	J0HJ004K0
4-9	00I004K0	J0I0J4J0
4-10	00HJ05J0	J0HJ005J0
5-1	00JJ0N0	J0JJ00N0
5-2	00HJ01N0	J0HJ1M0
5-3	00JJ1M0	J0JJ01M0
5-4	00HJ02M0	J0HJ2L0
5-5	00JJ2L0	J0JJ02L0
5-6	00HJ03L0	J0HJ3K0
5-7	00JJ3K0	J0JJ03K0
5-8	00HJ04K0	J0HJ4J0
5-9	00JJ4J0	J0JJ04J0
5-10	00HJ05J0	J0HJ5R0
6-1	00I000Y0	J0I0J0X0
6-2	00HJ1X0	J0HJ001X0
6-3	00I001X0	J0I0J1W0
6-4	00HJ02W0	J0HJ002W0
6-5	00I002W0	J0I0J2V0
6-6	00HJ03V0	J0HJ003V0
6-7	00I003V0	J0I0J3T0
6-8	00HJ04T0	J0HJ004T0
6-9	00I004T0	J0I0J4I0
6-10	00HJ05I0	J0HJ005I0

MEN IN BLACK

At the password screen, enter 0601. Return to the command centre, and press 'Select' and 'A', where you'll get the noisy cricket gun. Enter the password 2409, then start a new game and pause. Press select to skip levels. Press 1943 to see the ending sequence. Enter the following codes to jump to the relevant level:

LEVEL	CODE
Manhattan	2710
Sewers	1807
Airport	0309
Rooftops	2705
Forest	3107



NFL BLITZ

TO ACCESS CHEAT MODE...

Press 'Start', 'B', and 'A' together to enter the following codes on the match-up screen in exhibition mode. The numbers in the list show the number of times the buttons are pressed. After entering the first part of the code, press the D-pad in the indicated direction to enable it.



EFFECT	CONFIRMATION	CODE
Desert field	GLOSSYVOMIT	2-0-2 Right
Night game	NIGHT GAME	2-2-2 Right
Parking lot	PARKINGLOT	3-2-3 Down
No points	NO POINT	3-3-3 Left
No fumbles	NO FUMBLE	4-2-3 Down
Invisible receiver	I.RECEIVER	4-3-3 Up
Unlimited turbo	INF. TURBO	5-1-4 Up
Strange colors	PREDATOR	5-5-1 Up
Start in overtime	OVERTIME	0-0-6 Up

FLAGMAN D.D.

Achieve a 100% game status with all treasure and map pieces. You'll get a bonus game at the end of the final level.

RAMPAGE WORLD TOUR

TO PLAY AS BOB OR MIKE... Press 'B' 3 times, 'A' twice, 'B' 4 times then 'A' once at the title screen. You'll hear a squeal to confirm that you've entered the code correctly.

MORTAL KOMBAT 4

Enter these codes before a match for some special effects



CODE	EFFECT
0	Dragon
1	MK Logo
2	Ying-Yang
3	Four
4	Question Mark
5	Lightning Bolt
6	Goro
7	Raiden
8	Shao Kahn
9	Skull

GAME AND WATCH GALLERY 2

TO CHANGE THE SCREEN BORDER...

Pause game and press 'B'.

TO PLAY THE BALL MINI-GAME...

Earn 15 stars during the game. A star is awarded for every 200 points you get, so persevere...

TO PLAY AS THE EVIL WARIO...

Select the Helmet game and begin with the easy difficulty setting. Lose the game before accumulating 100 points, then select 'Retry'. You'll restart playing as Wario!

RESET SAVED GAME:

Press 'Up' twice, 'Down' twice, 'Left' twice and 'Right' twice at the main screen.



POWER QUEST

To get the following goodies, simply enter the password...

GAME STATUS AND GOODIES YOU'LL GET

National tournament, level 2 equipment and power pack

National tournament, level 2 equipment, power pack, healing pack

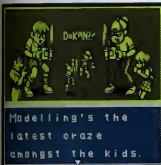
Level 3 attacks, super parts

PASSWORD

15ZK-DRT2-QFY5

32RY-DVNS-D2SP

PV95-040G-0140



PITFALL: BEYOND THE JUNGLE

LEVEL

Underground
Volcano
Prison
The Scourge

CODE

FLTYWTRS
GNGDWN
SLTHRRNG
SWPGBGLW

ZELDA: LINK'S AWAKENING

EXPLOSIVE ARROWS:

To get explosive arrows, put bombs in one hand, the bow in the other, and press 'A' and 'B' together.

FLIGHT:

When you've got the Boomerang and the Rooster, try this little trick. Throw the Boomerang, and pick up the rooster simultaneously. The

Boomerang will hover below you, holding you in the air. Baddies can't hurt you like this, but you can hurt them.

SKIP SCREEN:

To skip a screen, press 'Select' just as you're passing from one screen to the next. The timing must be just right.

NBA JAM

TO GET POWERED-UP DEFENSE...

Hold 'Up' and press 'A' 5 times at the 'Tonight's Matchup' screen.

TO POWER-UP INTERCEPTIONS...

Hold 'Right' and press 'A' 15 times at the 'Tonight's Matchup' screen.

TO POWER-UP FIRE...

Hold 'Left' and press 'A' 7 times at the 'Tonight's Matchup' screen.

TO POWER-UP SLAM-DUNKS...

Press 'A' 10 times then hold 'Down' + 'A' until the 'Tonight's Matchup' screen changes.

TO GET POWERED-UP TURBO MODE...

Press 'A' 15 times then hold 'Up' + 'B' until the 'Tonight's Matchup' screen changes.

TO GET JUICE MODE...

Press 'A' 15 times, then hold 'A' + 'B' until the 'Tonight's Matchup' screen changes.

TO SEE SHOT PERCENTAGE...

Press 'A' 3 times, then hold 'Up' + 'B' at the 'Tonight's Matchup' screen until the game begins.

TO GET THE HIDDEN PLAYERS...

Enter the following initials by entering the first two letters, then leaving the cursor highlighted on the last letter. Next, enter the corresponding code to bypass the password screen and begin the game with the appropriate player.

PLAYER

Bill Clinton
Brutah
Chow Cow
Air Dog
George Clinton
Mark Turrell
Al Gore
Weasel
Sal Davit
Moon
Jamie Rivett
Kabuki

INITIALS

USA
BAT
AMX
JAM
FNK
WIM
EXC
MAN
SDT
VIK
RJ
FRD

CODE

Left + A + B
Up + A + B
Down + A + B
Up + B
Left + B
Left + B
Up + Start + B
Up + Start + A + B
Down + B
Right + A + B
Up + A + B
Left + B



HARVEST MOON

HOW TO GET EXTRA CROPS...

Capitalise the first letter of your name to get eggplants and carrots as extra crops. Leave the first letter of your name in lower case to get broccoli and peanuts.

Replace the first letter of your name with a symbol, such as the heart, to get all four crops.

To make an easy \$1000...
Click on the cupboard after starting the game, and you'll find \$1000.



STEP BACK IN TIME

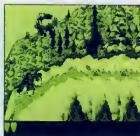
There are more mono Game Boy games than it's possible to count. Here are ten all-time classics.



BALLOON KID

Nintendo 1990

Criminally ignored at the time, this push-scrolling platformer still puts much of today's software to shame with its well-judged handling and varied flying/jumping gameplay. It's very tricky too, and there's a rather nice two-player mode for some top aerial battling. If you spot a copy in a bargain bin, snap it up quickly and you won't be disappointed.



DONKEY KONG LAND

Nintendo 1995

Rare made an excellent job of converting its classic SNES monkey game to the little GB. It plays the same, it feels the same, and if you squint at the screen and use your own imagination, it even looks the same. Seriously, this is impressive stuff. Rare came up trumps with *DKL*, and it's well worth a look, particularly if you enjoyed the original.



GRADIUS

Konami 1991

If anyone knows how to make a shoot-'em-up work on the small screen, it's Konami. *Gradius* (or *Mimesis*, if you prefer) was one of the all-time greats in the arcade, and this tidy GB conversion is great. The enemy bullets are enlarged to make them easier to spot, so it's highly playable. You can play a practice game on any level to help you work towards that high score.



YOSHI'S COOKIE

Nintendo 1993

From Bullet Proof, the creators of the original *Tetris*, this puzzler is addictive and endearing. The object is to match up lines of cookies before they fill the screen. So far so normal, but since the cookies float towards you from two directions, spinning them into place is brain-meltingly tough. Like all the best puzzle games, it'll last ages.



TETRIS ATTACK

Nintendo 1996

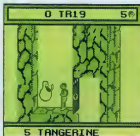
Forget the attention-grabbing title, because this has nothing at all to do with *Tetris*. It is, however, a superb puzzler in its own right. The aim is to match up shapes by swapping them in pairs and dropping them down gaps that you've created. If you're successful, the said blocks vanish. It's a task requiring the skill and patience of a true *Tetris* master. Check it out.



KIRBY'S BLOCK BALL

Nintendo 1996

At first glance it looks like a simple Pong clone, and that's basically what it is. The difference here is that it's set in Kirby's whacked-out world, so breaking open the blocks reveals power-ups, bonuses, and all sorts of unexpected treats. You also get a second paddle at the top of the screen, making for a skillful score challenge.



A BOY AND HIS BLOB

Absolute 1990

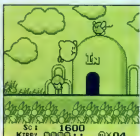
Highly original adventure from David Crane, the man behind *Pitfall*. You play a boy, and he's got this blob thing that morphs into various shapes depending on what you feed it. Using the power of the blob, you must rescue Princess Blobette, and... Well, it's better than it sounds, even if it does look dated these days. At least it's still rather different.



TWINBEE

Konami 1990

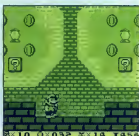
Cute it may be, but *TwinBee* shouldn't be dismissed for its lack of serious shoot-'em-up dichés. In fact the chunky graphics make it work surprisingly well on the GB, ensuring that you can see all the baddies, bullets and bells before they obliterate your little spacecraft. The reason for all this shooting is simply to build up a massive score, and it's all very nicely done.



KIRBY'S DREAMLAND

Nintendo 1992

The only platform hero who has ever really come close to matching the perfection of Mario's games is the adorable Kirby. He swallows enemies, he floats around the beautifully designed levels, and the action is accompanied by some of the catchiest tunes you'll ever hear from a Game Boy. You simply must own this cart.



MARIO LAND 2

Nintendo 1992

Utterly gobsmacking platformer, from the people behind some all-time classics. It's based on the SNES *Mario World*, sharing many of the same moves and powerups, but it's also a complete stand-alone Mario adventure. What higher recommendation could there possibly be? This is one of the finest platform games on any console. Ever. Play it and you'll believe it.



websites: uk.computergames.com excitementdirect.com

[illegible]



Planet GAME BOY

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